**Practical No. : 1**

**Aim: Write C program to Addition of two number.**

//Addition of two numbers.

#include<stdio.h>

main1()

{

int a;

float b ,c;

a = 10;

b = 10.5;

c = a + b;

printf("Addition of %d and %f is %f ", a, b, c);

return 0;

}

**Output:**

Addition of 10 and 10.500000 is 20.500000 Press any key to continue . . .

**Aim: Write C program for Substraction of two numbers.**

//Substraction of two numbers.

#include<stdio.h>

main()

{

int p,q,r;

printf("Enter First number: ");

scanf\_s("%d",&p);

printf("Enter Second number: ");

scanf\_s("%d",&q);

r=p-q;

printf("Substraction is %d",r);

return 0;

}

**Output:**

Enter First number : 9

Enter Second number: 5

Substraction is 4 Press any key to continue . . .

**Aim: Write C program for Multiplication of Two numbers.**

//Multiplication of two numbers.

#include<stdio.h>

main()

{

int a, b, c;

printf("Enter First number: ");

scanf\_s("%d", &a);

printf("Enter Second number: ");

scanf\_s("%d", &b);

c = a\*b;

printf("Multiplication of %d and %d is %d ", a, b, c);

return 0;

}

**Output:**

Enter First number: 3

Enter Second number: 8

Multiplication of 3 and 8 is 24 Press any key to continue . . .

**Aim: Write C program for Division of Two numbers.**

//Division of two numbers.

#include<stdio.h>

main()

{

int a, b, c;

printf("Enter First number: ");

scanf\_s("%d", &a);

printf("Enter Second number: ");

scanf\_s("%d", &b);

c = a / b;

printf("Division of %d and %d is %d ", a, b, c);

return 0;

}

**Output:**

Enter First number: 9

Enter Second number: 3

Division of 9 and 3 is 3 Press any key to continue . . .

**Aim: Write C program to calculate Area of Circle.**

//To calculate the Area of Circle.

#include<stdio.h>

main()

{

int r;

float a;

printf("Enter the radius of Circle: ");

scanf\_s("%d",&r);

a = 3.14\*r;

printf("Area of Circle is %f ", a);

return 0;

}

**Output:**

Enter the radius of Circle: 5

Area of Circle is 15.700000 Press any key to continue . . .

**Aim: Write C program to calculate Area of Rectangle.**

//to calculate the Area of Rectangle.

#include<stdio.h>

main()

{

int a, b, c;

printf("Enter Length: ");

scanf\_s("%d", &a);

printf("Enter Breadth: ");

scanf\_s("%d", &b);

c = a\*b;

printf("Area of Rectangle is %d ", c);

return 0;

}

**Output:**

Enter Length: 7

Enter Breadth: 5

Area of Rectangle is 35 Press any key to continue . . .

**Aim: Write C program to calculate Area of Triangle.**

//To calculate the Area of Triangle.

#include<stdio.h>

main()

{

float a, b, c;

printf("Enter the Base: ");

scanf\_s("%f", &a);

printf("Enter Height: ");

scanf\_s("%f", &b);

c = 0.5\*a\*b;

printf("Area of Triangle is %f ",c);

return 0;

}

**Output:**

Enter the Base: 5

Enter Height: 8

Area of Triangle is 20.000000 Press any key to continue . . .