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STD: BTech Cse 1st year   DIV: B28   ROLL NO.:

SUBJECT: Computer Science - Programming in C

youva

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Arnav Aggarwal

Experiment 1-1

Q Write a program to pint "Hello World".

```c
#include <stdio.h>
int main () {

    printf ("Hello World");

    return 0;

}
```

Experiment 1-2

Q write a program to print the address in a new line

```c
#include <stdio.h>
int main () {
printf ("Hi, I'm Arnav Aggarwell \n");
printf ("I'm a student at UPES \n");

return 0;

}
```

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Experiment 1-3

```c
#include <stdio.h>
int main() {
    int a;
    char b[20];
    print ("Enter your name : ");
    scanf ("%s", &b);
    printf ("Enter your age : ");
    sanf ("%d", &a)
    printf ("%s\n", b);
    printf ("%d\n", a);

    return 0;

}
```

Q Write a program that prompts user to enter their name & age

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Experiment 1-4

Q Write a program to enter 2 numbers from the user & add them

```c
#include <stdio.h>
int main() {

    int a, b, add;
    printf("Enter number1:");
    scanf("%d", &a);
    print("Enter number 2:");
    scanf("%d", &b);

    add = a + b;
        printf("%d", add);

        return 0;

    }
```

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Experiment 2-1

Q WAP to calculate area & perimeter of rectangle

```c
#include <stdio.h>
int main () {
    int , a, b , p, area;
    printf ("Enter length: ");
    scanf ("%d", &a) ;
    printf ("Enter breadth" );
    scanf ("%d", &b) ;

    p = (a+b)*2 ;
    area = a * b ;

    printf (" The area of rectangle is: %d \n ", area);
    printf (" The perimeter of the rectangle is: %d \n ", p);

    return 0 ;

}
```

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Experiment 2-2

2. WAP to convert temp from celcius to farenheight.

```c
# include <stdio.h>
int main () {
    int c, f ;

    printf (" Enter temp in celcius : ");
    scanf ("%d", & c );

    f = (c * 9/s ) + 32 ;

    printf (" Temperature in farenheight is : %d\n ", f);

    return 0 ;

}
```

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Experiment 3_1

```c
# include <stdio.h>
   int main () {
      int a, b, c;
   printf ("Enter side 1 of the triangle : ");
      scanf ("%d", & a);

   printf ("Enter side 2 of the triangle : ");
   scanf ("%d", & b);

   printf ("Enter side 3 of the triangle : ");
   scanf ("%d", & c);

   if ((a+b>c) && (b+c>a) && (c+a>b)) {
      printf ("This triangle is valid\n");
   }

   else if ( a==b || b==c || c==a ) {
      printf (" this is an isoceles triangle \n");
   }

   else if ((a==b) && (b==c) && (c==a)) {
      printf (" This is an equilateral triangle \n");
   }

   else if ((a!=b) && (b!=c) && (c!=a)) {
      printf ("this is a scalene triangle \n");
   }

   else {
      printf (" this triangle is not valid ");
   }
```

return 0;

}