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University Institute of Engineering

Lab File

**Subject Name: COMPUTER PROGRAMMING AND
UTILIZATION LAB**

Subject Code: UCP-145

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Subject Name: Computer Programming and Utilization

Subject Code: UCP-145

Branch & Section: CSE IBM CC2

Group: 2

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EXPERIMENT 1.1:

Aim: Write a program which finds the roots of a quadratic equation. Get values of multipliers a, b and c from user input.

Program:

```
#include<stdio.h>

#include<math.h>

void main()

{ float a,b,c,p,q,d;

    printf("Quadratic equation is  $ax^2 + bx + c=0$ \n");

    printf("a is coefficient of  $x^2$  and b is coefficient of x and c is constant\n");

    printf("\na=");

    scanf("%f",&a);

    printf("\nb=");

    scanf("%f",&b);

    printf("\nc=");

    scanf("%f",&c);

    p=((+sqrt(b*b-4*a*c)-b)/2*a);

    q=(((-sqrt(b*b-4*a*c)-b)/2*a);

    d=(b*b-4*a*c);

    if(d>0)

    { if(d=0)

        printf("Roots are equal and they are %f and %d",p,q);

        else

        printf("%f and %f are the root of the quadratic equation",p,q);

    }

    else

        printf("Roots are Imaginary");

}
```

Input and Output:

```
Quadratic equation is  $ax^2 + bx + c = 0$   
a is coefficient of  $x^2$  and b is coefficient of x and c is constant  
a=1  
b=9  
c=5  
-0.594875 and -8.405125 are the root of the quadratic equation  
-----  
Process exited after 2.801 seconds with return value 62  
Press any key to continue . . .
```

EXPERIMENT- 1.2

Aim: Write a program to find cos, sin and tan of a given angle.

Program:

```
#include<stdio.h>

#include<math.h>

void main()

{

    float a,b,c,pi=3.14,x;

    printf("Enter value of theta angle\n");

    scanf("%f",&x);


    a=sin(x*pi/180);

    b=cos(x*pi/180);

    c=tan(x*pi/180);

    printf("sin of %f is %f\n",x,a);

    printf("cos of %f is %f\n",x,b);

    printf("tan of %f is %f\n",x,c);

}
```

Input and Output:

```
Enter value of theta angle
45
sin of 45.000000 is 0.706825
cos of 45.000000 is 0.707388
tan of 45.000000 is 0.999204

-----
Process exited after 2.369 seconds with return value 29
Press any key to continue . . .
```

EXPERIMENT 2.1:

Aim: Write a program to get an integer number (4 digit) as an input and display all digits of that number separate on each line with its individual weightage. For example, if input is 8921, the display should be:

Last digit = 1 having weightage = 1
Next digit = 2 having weightage = 20
Next digit = 9 having weightage = 900
Next digit = 8 having weightage = 8000

Program:

```
#include<stdio.h>

void main()

{

int a,b,c,d,x,e,f,g,h,i,j,k;

printf("Enter a 4 digit number\n");

scanf("%d",&x);

a=x/1000;

b=x%1000;

c=x%100;

d=x%10;

e=c/10;

f=b/100;

g=j*10;

h=f*100;

i=a*1000;
```

```
j=c/10;  
k=j*10;  
printf("\nLast digit=%d \tWeightage=%d",d,d);  
printf("\nThird digit=%d \tWeightage=%d",e,k);  
printf("\nSecond digit=%d \tWeightage=%d",f,h);  
printf("\nFourth digit=%d \tWeightage=%d",a,i);  
}
```

Input and Output:

```
Enter a 4 digit number  
4521  
  
Last digit=1    Weightage=1  
Third digit=2   Weightage=20  
Second digit=5  Weightage=500  
Fourth digit=4  Weightage=4000  
-----  
Process exited after 6.172 seconds with return value 31  
Press any key to continue . . .
```


EXPERIMENT 2.2:

Aim: Write a program to find largest number and smallest number out of 2 numbers given as input. Use Conditional operator for this program.

Program:

```
#include<stdio.h>

void main()

{

    int a,b,c,d;

    printf("Enter first number ");

    scanf("%d",&a);

    printf("Enter second number ");

    scanf("%d",&b);

    c=a>b?a:b;

    d=a<b?a:b;

    printf("Largest number is %d and smallest number is %d",c,d);

}
```

Input and Output:

```
Enter first number 6
Enter second number 5
Largest number is 6 and smallest number is 5
-----
Process exited after 1.298 seconds with return value 44
Press any key to continue . . .
```

EXPERIMENT 3.2:

Aim: Write a program that accepts a character from keyboard and checks as follows:

- Whether the input character is a digit
- Whether the input character is a lower case letter
- Whether the input character is an upper case letter
- Whether the input character is a punctuation mark
- Whether the input character is a white space character

Program:

```
#include<stdio.h>

void main()

{ char c;

printf("Enter something\n");

scanf("%c",&c);

if(c>= 'a' && c<='z')

printf("\nGiven input is an lower case Alphabet");

else if(c>='A' && c<='Z')

printf("\nGiven input is an upper case Alphabet");

else if(c>='0' && c<='9')

printf("\nGiven input is a Number");

else if(c==' ')

printf("\nGiven input is a white space character");

else

printf("\nGiven input is a symbol");

}
```

Input and Output:

Enter something

Given input is a white space character

Enter something

*

Given input is a symbol

Enter something

L

Given input is an upper case Alphabet

Enter something

g

Given input is an lower case Alphabet

Enter something

5

Given input is a Number