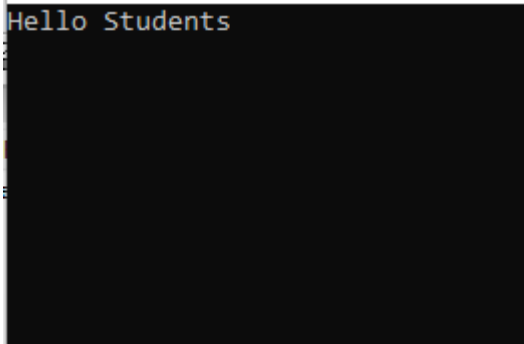
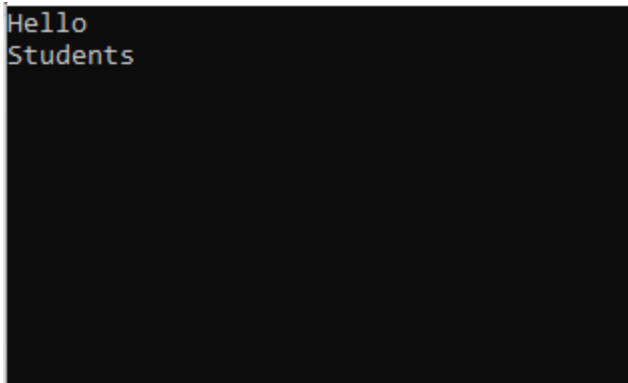


ASSIGNMENT 04

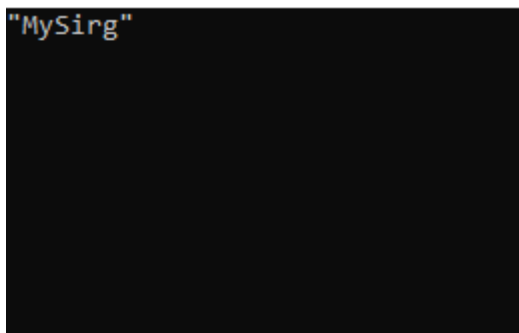
```
1. #include<stdio.h>
   #include<conio.h>
   int main()
   {
       printf("Hello Students");
       getch();
   }
```

A screenshot of a terminal window with a black background. The text "Hello Students" is displayed in a light blue or cyan monospaced font at the top left of the window.

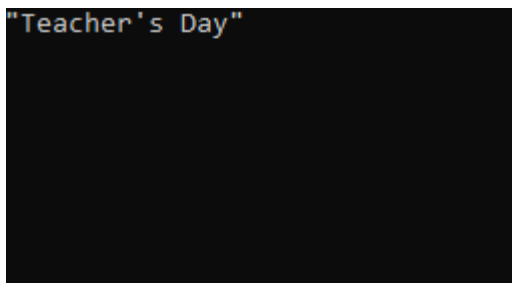
```
2. #include<stdio.h>
   #include<conio.h>
   int main()
   {
       printf("Hello\nStudents");
       getch();
   }
```

A screenshot of a terminal window with a black background. The text "Hello" is on the first line and "Students" is on the second line, both in a light blue or cyan monospaced font.

```
3. #include<stdio.h>
#include<conio.h>
int main()
{
    printf("\"MySirg\"");
    getch();
}
```

A screenshot of a terminal window with a black background. The text "\"MySirg\"" is displayed in a light blue or cyan color at the top left of the window.

```
4. #include<stdio.h>
#include<conio.h>
int main()
{
    printf("\"Teacher's Day\"");
    getch();
}
```

A screenshot of a terminal window with a black background. The text "\"Teacher's Day\"" is displayed in a light blue or cyan color at the top left of the window.

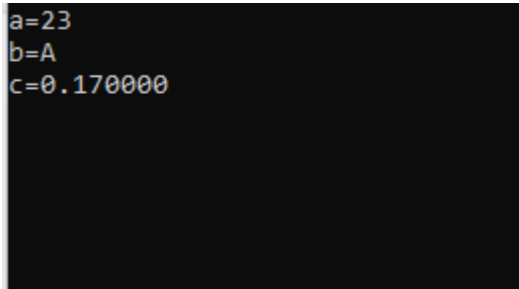
```
5. #include<stdio.h>
   #include<conio.h>
   int main()
   {
       printf("\\n");
       getch();
   }
```



```
6. #include<stdio.h>
   #include<conio.h>
   int main()
   {
       printf("% %d");
       getch();
   }
```



```
7. #include<stdio.h>
#include<conio.h>
int main()
{
    int a=23;
    char b='A';
    float c=0.17;
    printf("a=%d\nb=%c\nc=%f",a,b,c);
    getch();
}
```



```
a=23
b=A
c=0.170000
```

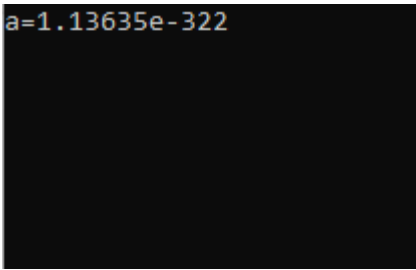
8. %i – specifies the integer type values.

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int a=23;
    printf("a=%i",a);
    getch();
}
```

A terminal window with a black background. The text 'a=23' is displayed in a light blue or cyan color at the top left of the window.

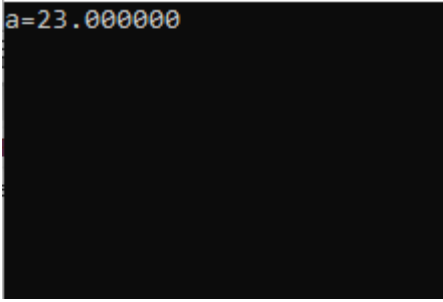
`%g` - specifies the decimal format depending upon whose length is smaller, comparing between `%e` and `%f`.

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int a=23;
    printf("a=%g",a);
    getch();
}
```

A terminal window with a black background. The text 'a=1.13635e-322' is displayed in a light blue or cyan color at the top left of the window.

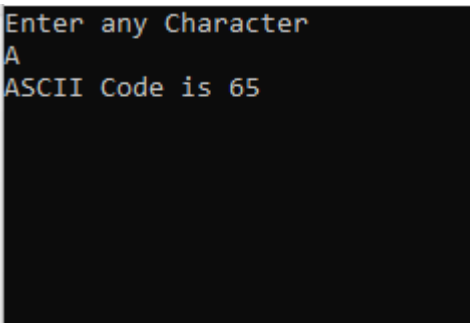
`%lf` – specifies the double type values.

```
#include<stdio.h>
#include<conio.h>
int main()
{
    double a=23;
    printf("a=%lf",a);
    getch();
}
```

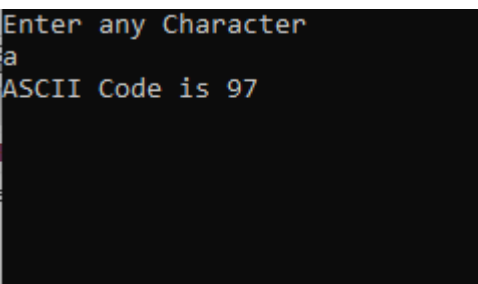


```
a=23.000000
```

```
9. #include<stdio.h>
#include<conio.h>
int main()
{
    char a;
    printf("Enter any Character\n");
    scanf("%c",&a);
    printf("ASCII Code is %d",a);
    getch();
}
```



```
Enter any Character
A
ASCII Code is 65
```



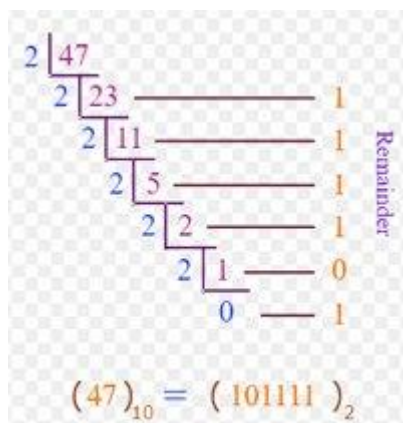
```
Enter any Character
a
ASCII Code is 97
```

10. Decimal Number System is converted into Binary Number System by the following Steps:

- **Step 1:** Divide the given decimal number by 2 and note down the remainder.
- **Step 2:** Now, divide the obtained quotient by 2, and note the remainder again.
- **Step 3:** Repeat the above steps until we get 0 as the quotient.
- **Step 4:** Now, write the remainders in such a way that the last remainder is written first, followed by the rest in the reverse order.

For Example:

Convert $(47)_{10}$ into Binary Number System



Binary Number System is converted into Decimal Number System by

Step 1: List out the powers of 2 for all the digits starting from the rightmost position. The first power would be 2^0 and as we move on it will be $2^1, 2^2, 2^3, 2^4, 2^5, \dots$

Step 2: Now multiply each digit in the binary number starting from the right with its respective weight based on its position and evaluate the product.

Step 3: Now, express the binary number as a decimal number.

For Example:

Convert $(11010)_2$ into Decimal Number System

$$(11010)_2 = 1 \times 2^4 + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 = 16 + 8 + 0 + 2 + 0 = (26)_{10}$$