

## Operators in C Language

Q1 WAP to print Unit digit of a given Number.

```
#include <stdio.h>
int main()
{
    int a;
    printf("Enter a Number");
    scanf("%d", &a);
    int digit = a % 10;
    printf("%d", digit);
    return 0;
}
```

Q2 WAP to print a given Number without its last digit.

```
#include <stdio.h>
int main()
{
    int a;
    printf("Enter a Number");
    scanf("%d", &a);
    int digit = a / 10;
    printf("%d", digit);
    return 0;
}
```

Q3 WAP to swap values of two int variables

```
#include <stdio.h>
```

```
int main()
```

```
{
    int a, b = 0;
    printf("Enter two values \n");
```

```
scanf("%d %d", &a, &b);
```

```
int c = a + b;
```

```
a = (a + b) - a;
```

```
b = (a + b) - b;
```

```
printf("Value after swapping");
printf("%d %d", a, b);
```

```
return 0;
```

```
}
```

Q4 WAP to swap values of two int variables without using a third variable.

```
#include <stdio.h>
```

```
int main()
```

```
{
    int a, b = 0;
```

```
printf("Enter two values");
```

```
scanf("%d %d", &a, &b);
```

a=2

b=3

~~c=2~~

a

c=a;

c=2;

a=3;

b=a;

}  
- a 10

Q5 WAP to input a three digit No and display the sum of the digits.

```
#include <stdio.h>
```

```
int main ()
```

```
{
```

```
    int a;
```

```
    printf ("Enter a No ");
```

```
    scanf ("%d", &a);
```

```

if (a > 0 && a <= 3)
{

```

```

    digit = a % 10;
    sum = sum + digit;
    a = a / 10;

```

```

} sum = sum +

```

```

    printf("Sum of the digits\n", Remainder with the sum a);

```

```

return 0;

```

```

}

```

Q6 WAP which takes a character as input and display its ASCII code.

```

#include <stdio.h>
int main()

```

```

{
    char ch;
    printf("Enter the character");
    scanf("%c", &ch);

```

```

    printf("%d", ch);
    printf("Character with its ASCII\n", ch);
    printf("Code %d", ch);

```

```

    return 0;

```

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Q7 WAP to find the position of first 1 in LSB.

```
#include <stdio.h>
```

```
int main()
```

```
{ int a=0, b=0;
```

```
printf("Enter the Number");
```

```
scanf("%d", &a);
```

```
if (int numb = a << 1;
```

```
printf("%d", numb);
```

```
return 0;
```

```
}
```



Q8 WAP to print size of an int, a float, a char, and a double type variable?

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

```
{
```

```
    int a, float b, char ch, double d;
```

```
    printf("End Displaying the size of following  
        Variables");
```

```
    printf("%d %d %d %d", sizeof(a),  
        sizeof(b), sizeof(ch), sizeof(d));
```

```
return 0;  
}
```

Q10 WAP to Make the last digit of a Number stored in a Variable as zero

$x = 2345$  then Make it  $x = 2340$

```
#include <stdio.h>
```

```
int main()
```

```
{  
    int a;  
    printf("Enter a Number");  
    scanf("%d", &a);
```

```
    int b = a % 10;
```

```
    a = a - b;
```

```
    printf("%d", a);
```

```
    return 0;
```

```
}
```

Q11 WAP to input a Number from the user and also input a digit. Append a digit in the Number and print the resulting Number.

```
#include <stdio.h>
```

```
int main()
```

```
{  
    int a; int digit;
```

```
printf("Enter the Number");
```

```
scanf("%d", &a);
```

```
a = a * 10;
```

```
printf("Enter the digit");
```

```
scanf("%d", &digit);
```

```
a = a + digit;
```

```
printf("%d", a);
```

```
return 0;
```

```
}
```



```
printf ("Amount in USD %.d
```

Q12 WAP to take the amount in INR and convert it into USD.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int a double d;
```

```
    printf ("Enter the Amount ");
```

```
    scanf ("%d", &d);
```

```
    d = d * 76.23 / d;
```

```
    printf
```

```
    d = d / 76.23;
```

```
    printf ("%d", d);
```

```
    return 0;
```

```
}
```

Q13

WAP to take a three-digit Number from the user and rotate its digits by one position towards the right.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int a = 0, result = 0;
```

```
    printf ("Enter a Number, ");
```

```
    scanf ("%d", &a);
```

```
    result = a >> 1;
```

```
    printf ("%d", result);
```

```
    return 0;
```

```
}
```