

## Assignment-4

**1. Write a program which accept name from user and print that name.**

```
#include<stdio.h>

int main()
{
    char Name[30];

    printf("Please enter full name: \n");

    fgets(Name, 30, stdin);

    printf("Your name is %s\n",Name);
}
```

**output :**

```
gcc A4Program1.c -o Myexe
```

```
1 ./Myexe
```

```
Please enter full name:
```

```
Piyush khairnar
```

```
Your name is Piyush khairnar
```

**2. Write a program which accept one number from user and check whether that number is greater than 100 or not.**

```
#include<stdio.h>

typedef int Bool;
#define TRUE 1
#define FALSE 0
Bool ChkGreater(int iNo)
{
    if(iNo > 100)
    {
        return TRUE;
    }
    else
    {
        return FALSE;
    }
}

int main()
{
    int iValue = 0;
    Bool bRet = FALSE;

    printf("Please enter number : \n");
    scanf("%d",&iValue);

    bRet = ChkGreater(iValue);

    if(bRet == TRUE)
    {
        printf("Greater \n");
    }
    else
    {
        printf("Smaller \n");
    }

    return 0;
}
```

## **output :**

```
gcc A4Program2.c -o Myexe
```

### **1 ./Myexe**

Please enter number :

101

Greater

### **2 ./Myexe**

Please enter number :

39

Smaller

**3 Write a program which accept two numbers and check whether number are equal or not.**

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

typedef int BOOL;

#define TRUE 1
#define FALSE 0

BOOL ChkEqual(int iNo1, int iNo2)
{

    if(iNo1 == iNo2)
    {
        return TRUE;
    }
    else
    {
        return FALSE;
    }

}

int main()
{
    int iValue1 = 0,iValue2 = 0;
    bool bRet = FALSE;

    printf("Please Enter Two Numbers : \n");
    scanf("%d %d",&iValue1,&iValue2);

    ;

    bRet = ChkEqual(iValue1,iValue2);

    if(bRet == TRUE)
    {
        printf("Equal \n");
    }
    else
    {
        printf("Not Equal \n");
    }
}
```

```
}  
  
    return 0;  
}
```

## **output :**

```
gcc A4Program3.c -o Myexe
```

### **1 ./Myexe**

Please Enter Two Numbers :

10 10

Equal

### **2 ./Myexe**

Please Enter Two Numbers :

10 12

Not Equal

### **3 ./Myexe**

Please Enter Two Numbers :

10 -10

Not Equal

**4 .Write a program which accept three numbers and print its multiplication.**

```
#include<stdio.h>

int Multiply(int iNo1,int iNo2,int iNo3)
{
    int Result = 0;

    if((iNo1 == 0) && (iNo2 == 0) && (iNo3 == 0))
    {
        return 0;
    }
    else if((iNo1 > 0) && (iNo2 > 0) && (iNo3 > 0)){

        Result = iNo1*iNo2*iNo3;
        return Result;
    }else if((iNo1 == 0) && (iNo2 > 0) && (iNo3 > 0)){
        Result=iNo2*iNo3;
        return Result;
    }
    else if((iNo1 > 0) && (iNo2 == 0) && (iNo3 > 0)){
        Result=iNo1*iNo3;
        return Result;
    }
    else if((iNo1 > 0) && (iNo2 > 0) && (iNo3 == 0)){
        Result=iNo1*iNo2;
        return Result;
    }
    else if((iNo1 > 0) && (iNo2 == 0) && (iNo3 == 0)){
        Result=iNo1;
        return Result;
    }
    else if((iNo1 == 0) && (iNo2 == 0) && (iNo3 > 0)){
        Result=iNo3;
        return Result;
    }
    else if((iNo1 == 0) && (iNo2 > 0) && (iNo3 == 0)){
        Result=iNo2;
        return Result;
    }
}
```

```
}
```

```
int main()
{
    int iValue1 = 0, iValue2 = 0, iValue3 = 0 ,iRet = 0;

    printf("Please Enter Three Numbers : \n");
    scanf("%d %d %d",&iValue1,&iValue2,&iValue3);

    iRet = Multiply(iValue1,iValue2,iValue3);

    printf("%d\n",iRet);

    return 0;
}
```

## output :

```
gcc A4Program4.c -o Myexe
```

### 1 ./Myexe

```
Please Enter Three Numbers :
5 4 7
140
```

### 2 ./Myexe

```
Please Enter Three Numbers :
5 0 7
35
```

### 3 ./Myexe

```
Please Enter Three Numbers :
5 0 0
5
```

### 4 ./Myexe

```
Please Enter Three Numbers :
0 0 0
0
```

**5. Write a program which accept total marks & obtained marks from user and calculate percentage.**

```
#include<stdio.h>

float Percentage( int Total, int Obtained)
{
    float fPercentage = 0.0f;

    if(Obtained == 0)
    {
        return 0.0;
    }

    fPercentage =(((float)Obtained / (float)Total) )* 100;

    return fPercentage;
}

int main()
{
    int iValue1 = 0, iValue2 = 0;

    float fRet = 0.0f;

    printf("Please Enter Total Marks : \n");
    scanf("%d",&iValue1);

    printf("Please Enter Obtained Marks : \n");
    scanf("%d",&iValue2);

    fRet = Percentage(iValue1,iValue2);

    printf("%f\n",fRet);

    return 0;
}
```



## **output :**

```
gcc A4Program5.c -o Myexe
```

### **1 ./Myexe**

Please Enter Total Marks :

1000

Please Enter Obtained Marks :

745

74.500000