Assignment-2

2.1 Accept one number from user & print that number of * on screen.

```
#include<stdio.h>

void Display(int iNo)
{
   int iCnt = 0;

   for(iCnt=1; iCnt<=iNo; iCnt++ )
   {
      printf("*");

   }
   printf("\n");
}
int main()
{
   int iValue = 0;

   printf("Enter Number:\n");
   scanf("%d",&iValue);

   Display(iValue);

   return 0;
}
```

OUTPUT :

```
gcc A2Program1.c -o Myexe

./Myexe

Enter Number:
12
**********
```

2.2 Accept one number from user & print that number of * on screen.

```
#include<stdio.h>

void Display(int iNo)

{
   int i = 0;

   while (iNo > i)
   {
      printf("* ");
      iNo--;
   }
    printf("\n");

}

int main()
{
   int iValue = 0;

   printf("Enter Number:");
   scanf("%d",&iValue);

   Display(iValue);

   return 0;
}
```

OUTPUT :

```
gcc A2Program2.c -o Myexe

 ./Myexe
```

Enter Number:6
*** * * * * ***

2.3 Accept one number user, If number is less than 10 then print “Hello” otherwise print “Demo”

```
#include<stdio.h>
void Display( int iNo)
{
   if(iNo<10)
   {
      printf("Hello");
   }
   else
   {
      printf("Demo");
   }
   printf("\n");
}

int main()
{
   int iValue = 0;

   printf("Enter Number:");
   scanf("%d",&iValue);

   Display(iValue);

   return 0;
}
```

OUTPUT :

gcc A2Program3.c -o Myexe

./Myexe
Enter Number:11
Demo

./Myexe
Enter Number:5
Hello

2.4 _1 Accept two numbers from user & display first number in second number of times

```
#include<stdio.h>
    void Display(int iNo,int iFrequency)
   {
      int i = 0;
      for(i = 1; i <= iFrequency; i++ )
      {
        printf("%d ",iNo);

      }
      printf("\n");
   }
   int main()
   {
   int iValue = 0;
   int iCount = 0;

   printf("Enter Number :");
   scanf("%d",&iValue);

   printf("Enter Frequency :");
   scanf("%d",&iCount);

   Display(iValue,iCount);

   return 0;

   }
```

OUTPUT :

gcc A2Program4.c -o Myexe

1 ./Myexe
Enter Number :12
Enter Frequency :5
12 12 12 12 12

2./Myexe
Enter Number :0
Enter Frequency :5
0 0 0 0 0

3./Myexe
Enter Number :-2
Enter Frequency :3
-2 -2 -2

2.4 _2Accept two numbers from user & display first number in second number of times

```
#include<stdio.h>

void Display(int iNo,int iFrequency)
{
   if(iFrequency < 0)
   {

     iFrequency = -iFrequency;
   }

   int i = 0;
   for(i = 1; i<=iFrequency; i++)
   {
      printf("%d ",iNo);
   }
   printf("\n");

}
int main()
{
   int iValue = 0;

   int iCount = 0;

   printf("Enter First No.");
   scanf("%d",&iValue);

   printf("Enter Second No.");
   scanf("%d",&iCount);

   Display(iValue,iCount);

   return 0;

}
```

OUTPUT :

/Myexgcc A2Program4_2.c -o Myexe

1/Myexe
Enter First No.21
Enter Second No.-3
21 21 21

2./Myexe
Enter First No.-2
Enter Second No.0

2.5 Accept one number from user & check whether number is even or odd.

```
#include<stdio.h>

typedef int BOOL;
#define TRUE 1
#define FALSE 0

BOOL ChkEven(int iNo)
{
   if((iNo % 2) == 0)
   {
      return TRUE;
   }
   else
   {
      return FALSE;
   }

}
int main()
{
   int iValue = 0;
   BOOL bRet = FALSE;

   printf("Enter NUmber:");
   scanf("%d",&iValue);

   bRet = ChkEven(iValue);

   if(bRet == TRUE)
   {

     printf(" No. is Even. \n");
   }
   else
   {
     printf(" No. is Odd. \n");
   }

   return 0;
}
```

OUTPUT :

```
gcc A2Program5.c -o Myexe

1/Myexe
Enter NUmber:5
 No. is Odd.
```

2./Myexe
Enter NUmber:6
No. is Even.