```
/* program for input in pounds and ounces
 2
              and output in kg
                                     and grams
 3
              11b = 0.453592 \text{ kg}
              11b = 16 \text{ ounces } (oz)
 4
5
6
 7
     #include<stdio.h> /* input and output main fuctions */
 8
     #include<math.h> /* math function to use floor function */
 9
10
     int main ()
                          /* main function heading */
11
12
         double lbs,oz,totaloz,totalgm,kg,kgbottom,gm; /* double for real number */
         const double lbs_per_kg = 0.453592; /* conversion factor */
13
14
         printf("Enter the values of pounds and ounces respectively\n");
15
                                                                                   /*
     input values */
         scanf("%lf %lf",&lbs,&oz);
                                                                                    /*
16
     stores inputs */
17
18
         totaloz = lbs*16+oz;
                                                    /* example 6lb 3 oz = 6*16+3 = 99
     oz */
19
         totalgm = totaloz*lbs_per_kg*1000/16; /* 16 oz = .453592 *1000 g and 99
     oz = 2806.6 \text{ gm } */
20
         kg = totalgm/1000.0000;
                                                    /* 2.8066 kg */
21
22
         kgbottom = floor(kg);
                                                    /* floor is 2 */
23
         gm = (kg-kgbottom)*1000;
                                                    /* .8066*1000 = 806.6 */
24
         printf("1 pound = 16 ounces\n");
25
                                                   /* this calls the output values */
         printf("1 pound = 0.453592 kgs\n");
26
         printf("1 ounce = 28.3495 grams\n");
printf("weight = %.2f pounds and %.2f ounces\n",lbs,oz);
27
28
         printf("weight = %.2f ounces\n",totaloz);
printf("weight = %.5f kg\n",kg);
29
30
         printf("weight = %.0f kg and %.2f grams\n",kgbottom,gm);
31
32
                                                     /* final statement of main
33
         return 0;
     function */
34
     }
35
36
```