CPE100 Week 3 Lab NO. 3 — 26/08/2022

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```c
/*lab3week3_01.c*/

#include <stdio.h>
#include <math.h>

int main()
{
    float integer;
    printf("Enter the float number: ");
    scanf("%f", &integer);
    printf("Your number in the form of interger is: %d", (int)integer);
}
```

```c
/*lab3week3_02.c*/

#include <stdio.h>

int main()
{
    double h, t;
    double g = 10;
    printf("Enter the duration that rock used to drop: ");
    scanf("%lf", &t);

    h = 0.5*g*t*t;
    printf("The height of the rock is: %lf", h);
    return 0;
}
```

```c
/*lab3week3_03.c*/

#include <stdio.h>

int main()
{
    float num;
    printf("Enter the number: ");
    scanf("%f", &num);
    printf("The cube of the number is: %f", num*num*num);
    return 0;
}
```

```c
/*lab3week3_04.c*/

#include <stdio.h>

int main ()
{
  int num;
  printf ("Enter the number: ");
  scanf ("%d", &num);
  if (num >= 65 && num <= 90)
    {
      printf ("The alphabet from the ASCII code is %c", num);
    }
  else
    {
      printf ("The number that you've filled is INVALID");
    }
}
```

```c
/*lab3week3_05.c*/

#include <stdio.h>

int main()
{
    float n1, n2;
    printf("Input the first number: ");
    scanf("%f", &n1);

    printf("Input the second number: ");
    scanf("%f", &n2);

    printf("The product of two number is: %.2f", n1*n2);
}
```

```c
/*lab3week3_06.c*/

#include <stdio.h>

int main ()
{
  char alphabet;
  printf("input the alphabet: ");
  scanf("%c", &alphabet);
  printf("The uppercase of alphabet you've typed is %c", alphabet-32);
}
```

```
/*lab3week3_07*/

#include <stdio.h>

int main ()
{
  int num1, num2;
  printf("Input the first number: ");
  scanf("%d", &num1);

  printf("input the second number: ");
  scanf("%d", &num2);

  printf("Quotient: %d\n", num1/num2);
  printf("Remainder: %d", num1%num2);
}
```