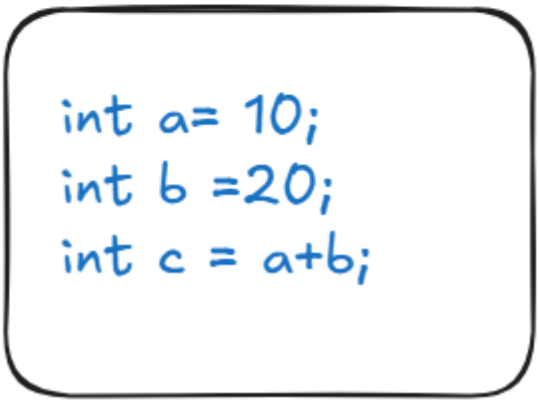
Q. Addition of two numbers

Step 1

Step 2



Step 3

```c
#include<stdio.h>
int main()
{
 int a,b,sum;
 printf("enter the value of a:");
 scanf("%d",&a);
 printf("enter the value of b:");
 scanf("%d",&b);
 sum = a+b;
 printf("addition of two number:%d",sum);
 return 0:
}
```

Step 4

```c
#include<stdio.h>
int main()
{
 int firstsum=10;
 int secondsum=20;
 int sum= firstsum+secondsum;

 printf("Sum:%d",sum);
 return 0;
}
```

Step 5

```c
#include <stdio.h>

int main()
{
    int a=23;
    int b=45;
    int c=a+b;

    printf("Sum of digits: %d", c);
    return 0;
}
```

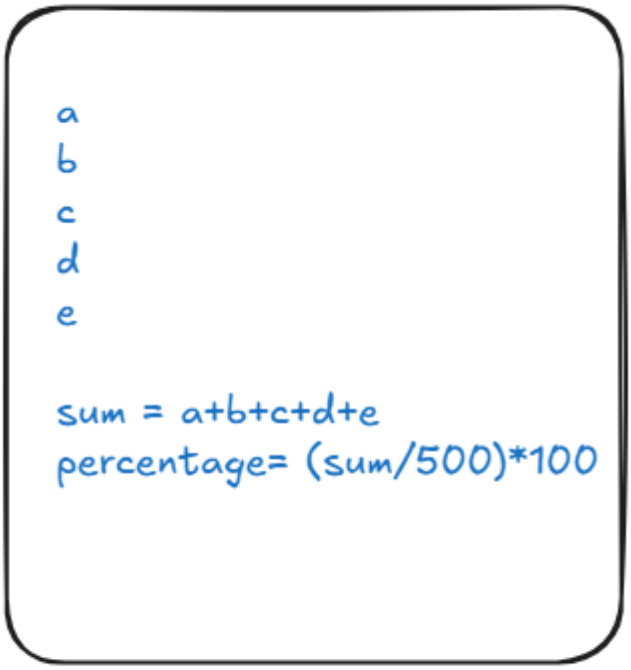
Step 6

```c
 #  include <stdio.h>

int main() {
    int firstsum,secondsum, sum;
    printf("enter the first number:");
    scanf("%d", &firstsum);
    printf("enter the second number:");
    scanf("%d", &secondsum);
    sum = firstsum + secondsum;
```

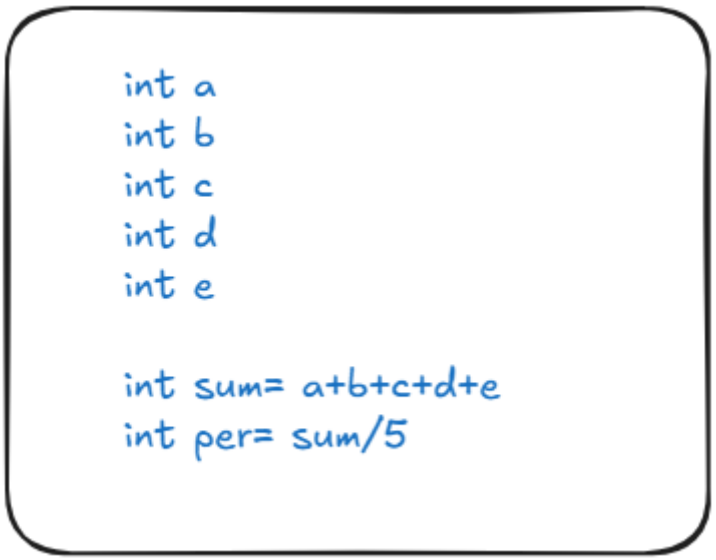
```
    printf("Sum of digits: %d", sum);
    return 0;
}
```

Q WAP that accepts the marks of 5 subjects and finds the sum and percentage marks obtained by the student

Step 1



Step 2



Step 3

```c
#  include <stdio.h>

int main()
{    float sum,percentage;
     int MATHS,SCIENCE,ENGLISH,HINDI,SST;
     printf("marks obtained in MATHS:");
     scanf("%d", &MATHS);
     printf("marks obtained in SCIENCE:");
     scanf("%d",&SCIENCE);
     printf("marks obatined in ENGLISH:");
     scanf("%d",& ENGLISH);
     printf("marks botained in HINDI:");
     scanf("%d",&HINDI);
     printf("marks obatined in SST:");
     scanf("%d",&SST);

     sum= MATHS+SCIENCE+ENGLISH+HINDI+SST;
     percentage=(sum/500)*100;

     printf("sum of marks obtained:%f\n",sum);

     printf("percentage:%.2f\n",percentage);
```

```
    return 0;
}
```

Step 4

```
#  include <stdio.h>

int main()
{   float sum,percentage;
    int a=96;
    int b=89;
    int c=78;
    int d=88;
    int e=90;


    sum= a+b+c+d+e;
    percentage=(sum/500)*100;

    printf("sum of marks obtained:%f\n",sum);

    printf("percentage:%.2f\n",percentage);
    return 0;
}
```

Step 5

```
#  include <stdio.h>

int main()
{   float sum,percentage;
    int a=96;
    int b=89;
    int c=78;
    int d=88;
    int e=90;

    sum= a+b+c+d+e;
    percentage=(sum/500)*100;

    printf("sum of marks obtained:%f\n",sum);
```

```
    printf("percentage:%.2f\n",percentage);

    printf("sum of PCM:%d\n",a+b+c);
    printf("percentage of PCM:%.2f\n",(a+b+c)/300*100);
    return 0;
}
```

Step 6

```
#include <stdio.h>

int main() {

 float MaxMarks = 500;

 float marksInFirstSubject;
 printf("Enter score in first subject: ");
 scanf("%f", &marksInFirstSubject);

 float marksInSecondSubject;
 printf("Enter score in second subject: ");
 scanf("%f", &marksInSecondSubject);

 float marksInThirdSubject;
 printf("Enter score in third subject: ");
 scanf("%f", &marksInThirdSubject);

 float marksInFourthSubject;
 printf("Enter score in fourth subject: ");
 scanf("%f", &marksInFourthSubject);

 float marksInFifthSubject;
 printf("Enter score in fifth subject: ");
 scanf("%f", &marksInFifthSubject);

 float sumOfMarks = marksInFirstSubject + marksInSecondSubject +
marksInThirdSubject + marksInFourthSubject + marksInFifthSubject;

 float percentage = (sumOfMarks / maxMarks) * 100;

 printf("%.2f %", percentage);
```

```
 return 0;
}
```

Q WAP to calculate the area and circumference of a circle.

Step 3

```
#include <stdio.h>

int main() {

 float area, circumference;

 int r;
 printf("Enter radius of circle: ");
 scanf("%d",&r);

  area=3.14*r*r ;
  circumference=2*3.14*r;

  printf("area of cricle:%.2f\n",area);
  printf("circumference of circle:%.2f",circumference);



 return 0;
}
```

Step 4

```
#include <stdio.h>

int main() {

 float A, P;

 int r;
```

```
 printf("Enter radius of circle: ");
 scanf("%d",&r);

  A=3.14*r*r ;
  P=2*3.14*r;

  printf("area of cricle:%.2f\n",A);
  printf("circumference of circle:%.2f",P);



 return 0;
}
```

Step 5

```
#include <stdio.h>

int main() {
    float area, circumference;
    int radius;

    printf("Enter radius of circle: ");
    scanf("%d", &radius);

    area = 3 * radius * radius;
    circumference = 2 * 3 * radius;

    printf("Area of circle: %.2f\n", area);
    printf("Circumference of circle: %.2f\n", circumference);

    return 0;
}
```

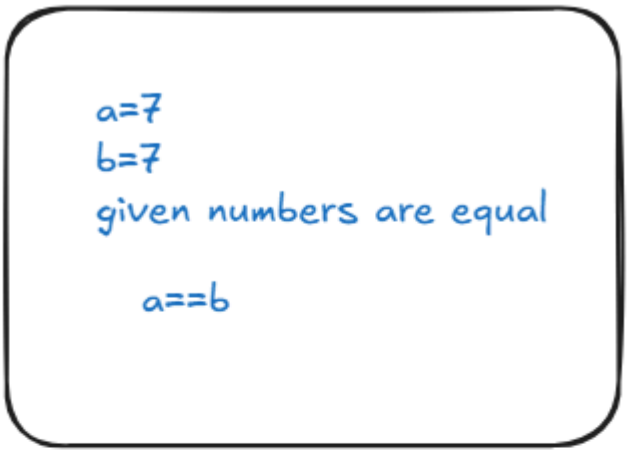
Step 6

```
#include <stdio.h>

int main() {
    float radius=10;
    float area=3.14*radius*radius;
```

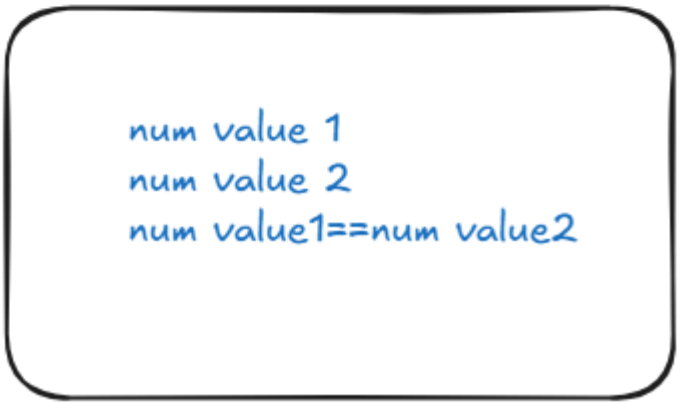
```
    float circumference= 2*3.14*radius;


    printf("Area of circle: %.2f\n", area);
    printf("Circumference of circle: %.2f\n", circumference);

    return 0;
}
```

Q WAP that checks whether the two numbers entered by the user equal or not

Step 1



Step 2



Step3

```c
#include <stdio.h>

int main() {
    int a;
    int b;
    printf("enter the two numbers");
    scanf("%d,%d",&a,&b);
    if (a==b)
    printf("equal\n");
    else
    printf("not equal\n");
     return 0;
}
```

Step 4

```c
#include <stdio.h>

int main() {
    int num1, num2;
    printf("enter the num1:");
    scanf("%d",&num1);
    printf("enter the num2:");
    scanf("%d",&num2);
    if (num1==num2)
    printf("equal\n");
    else
    printf("not equal\n");
     return 0;
}
```

Step 5

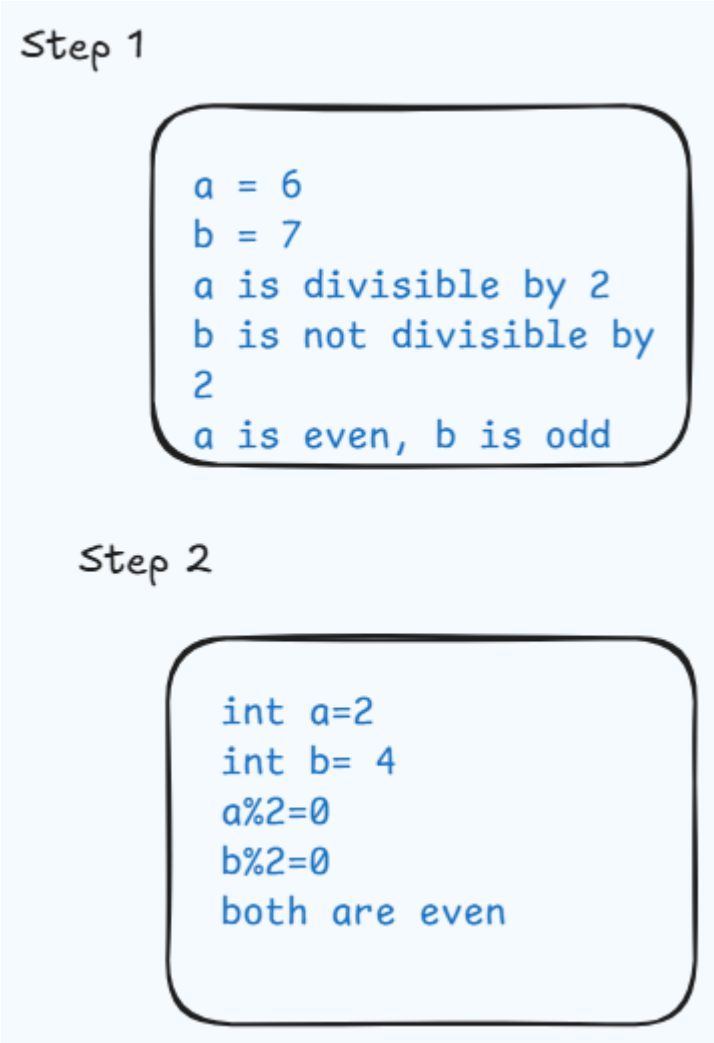
```c
#include <stdio.h>

int main() {
    int num1=10;
    int num2=10;
```

```
    if (num1==num2)
    printf("equal\n");
    else
    printf("not equal\n");
     return 0;
}
```

Step 6

```
#include <stdio.h>

int main() {
    int a= 50/5;
    int b=560/56;

    if (a==b)
    printf("equal\n");
    else
    printf("not equal\n");
     return 0;
}
```

Q WAP that finds the whether a given number is even or odd.



Step 3

```
#include<stdio.h>
int main (){
int x = 10 ;
if (x%2==0)
{
printf("number is even");
}
else{
printf("number is odd");
}
return 0 ;
```

Step 4

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

```
printf("Enter a number ");
int x ;
scanf("%d",&x);
if (x%2==0)
{
printf("number is even");
}
else{
printf("number is odd");
}
return 0 ;
```

Step 5

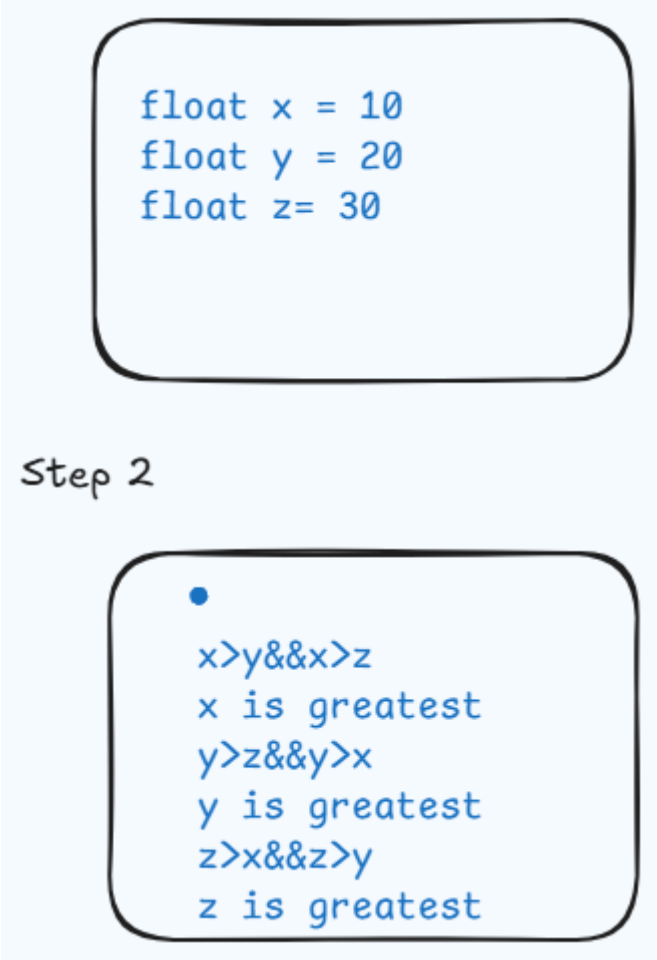
```
#include<stdio.h>
int main (){
printf("Enter a number ");
int x ;
scanf("%d",&x);
if (x%2==0)
{
printf("number is even");
}
else{
printf("number is odd");
}
return 0 ;
}
```

Step 6

```
#include<stdio.h>
int main (){
printf("Enter a number ");
int x ;
scanf("%d",&x);
if (x%2==0)
{
printf("number is even");
}
else{
printf("number is odd");
```

```
}
return 0 ;
}
```

Q WAP to find the greatest of three numbers



Step 3

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

    float x = 10;

    float y = 20;


    float z= 30;

    if (x>y && x>z)
    {
```

```
        printf("x is greatest ");
    }
     if (y>z && y>x)
    {

        printf("y is greatest ");
    }
    else{
        printf("z is greatest ");
    }




    return 0 ;
```

Step 4

```
#include<stdio.h>
int main (){
    printf("Enter numbers : ");
    float x;
    scanf("%f",&x);
 printf("Enter numbers : ");
    float y;
    scanf("%f",&y);
 printf("Enter numbers : ");
    float z;
    scanf("%f",&z);

    if (x>y && x>z)
    {
        printf("x is greatest ");
    }
     if (y>z && y>x)
    {

        printf("y is greatest ");
    }
    else{
        printf("z is greatest ");
    }
```

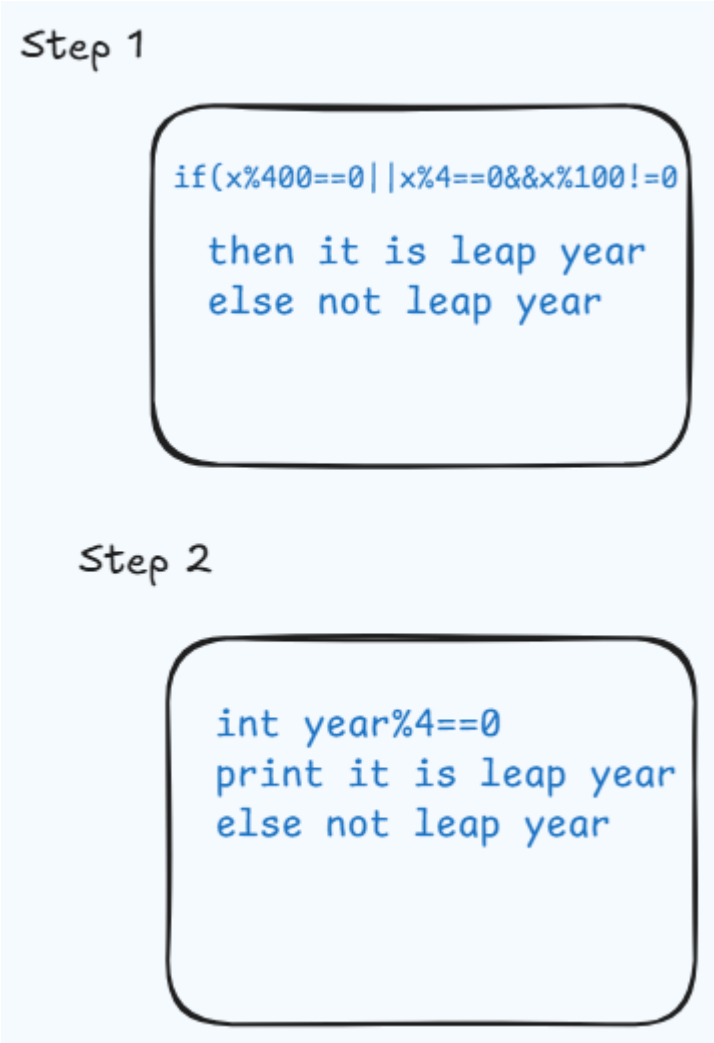
```
    return 0 ;
```

Step 5

```
#include<stdio.h>
int main (){
    printf("Enter numbers : ");
    float x;
    scanf("%f",&x);
 printf("Enter numbers : ");
    float y;
    scanf("%f",&y);
 printf("Enter numbers : ");
    float z;
    scanf("%f",&z);

    if (x>y && x>z)
    {
        printf("x is greatest ");
    }
     if (y>z && y>x)
    {

        printf("y is greatest ");
    }
    else{
        printf("z is greatest ");
    }



    return 0 ;
```

Q WAP that calculates simple interest and compound interest.

Q WAP that tells whether a given year is leap year or not



Step 3

```
#include<stdio.h>
int main (){
printf("Enter year ");
int x ;
scanf("%d",&x);
if (x%400==0 && x%4==0 && x%100!=0)

printf("Leap year");

else{
printf("Not leap year"); }
return 0 ;
}
```