

Clone with Git?

/*

1. If a four digit number is input through keyboard, Write a C program to reverse the number and obtain the sum of first and last digit of this number

*/

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

```
int main()
```

```
{
```

```
    int inNum = 0;
```

```
    int revNum = 0;
```

```
    scanf("%d" , &inNum);
```

```
    int cpNum = inNum;
```

```
    //Copy the input to
```

```
    //modify Input is never modified
```

```
    while(cpNum != 0)
```

```
    //Main loop to reverse
```

```
    the input
```

```
    {
```

```
        revNum = revNum*10 + cpNum%10;
```

```
        cpNum/=10;
```

```
    }
```

```
    printf("Sum Of Last and First: %d" , revNum%10 + inNum%10);
```

```
    printf("\nReverse Num: %d" , revNum);
```

```
}
```

/*

2. Length and breadth of a Rectangle and Radius of a Circle are input through keyboard. Write a C program to calculate area & perimeter of rectangle and then calculate area and circumference of the circle.

Hint: Area of Rectangle is: $l * b$ and Perimeter of Rectangle is: $2 * (l+b)$

Area of Circle is: $\pi * \text{radius} * \text{radius}$ and Circumference of Circle is:

$2 * \pi * \text{radius}$

*/

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

```
int main()
```

```
{
```

```
    const float pi = 3.14;
```

```
    float length = 0;
```

```
    float breadth = 0;
```

```
    float radius = 0;
```

```
    printf("Enter Length: ");
```

```
    scanf("%f" , &length);
```

```
    printf("Enter Breadth: ");
```

```
    scanf("%f" , &breadth);
```

```
    printf("Enter radius: ");
```

```
    scanf("%f" , &radius);
```

```
    printf("Area of Rectangle: %0.2f\nPerimeter of Rectangle: %0.2f\nArea of  
Circle: %0.2f\nCircumference of Circle: %0.2f\n" , length*breadth ,  
length+breadth , pi*radius*radius , 2*pi*radius);
```

```
}
```

```

/*
3. If the total selling price of 15 items and the total profit earned on them is
input through the keyboard, write a C program to find the cost price of one item.
*/

```

```

#include <stdio.h>
int main()
{
    float sellPrice = 0;
    float totalProfit = 0;
    printf("Enter Selling Price: ");
    scanf("%f" , &sellPrice);
    printf("Enter total profit: ");
    scanf("%f" , &totalProfit);
    printf("Selling price of one item is: %0.2f" , (sellPrice - totalProfit)/15);
}

```

```

/*
4. A Cashier has currency notes of denominations 10, 50 and 100.
If the amount to be withdrawn is input through the keyboard in hundreds, find
the total number of currency notes of each denomination the cashier will have to
give to the withdrawer.
*/

```

```

#include <stdio.h>
int main()
{
    int amount_in_hundreds = 0;
    printf("Enter Ammount in Hundreds: ");
    scanf("%d" , &amount_in_hundreds);
    amount_in_hundreds*=100;
    //To get actual ammount
    printf("You get %d of domination 100 notes\n" , amount_in_hundreds/100);
    printf("You get %d of domination 50 notes\n", amount_in_hundreds/50);
    printf("You get %d of domination 10 notes", amount_in_hundreds/10);
}

```

```

/*
5. Write C program to read the values of x and y and print the results of the
following expressions in one line

```

- a) $(x + y) / (x - y)$
- b) $(x + y)(x - y)$

```

*/
#include <stdio.h>
int main()
{
    float x, y;
    printf("Input x: ");
    scanf("%f", &x);
    printf("Input y: ");
    scanf("%f", &y);
    printf("(x+y) / (x-y) = %0.2f\n" , (x+y) / (x-y));
    printf("(x+y) x (x-y) = %0.2f" , (x+y) * (x-y));
}

```