

## Week 1 C Programs

### 1. Calculator

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

```
void add () {
```

```
    int a, b;
```

```
    printf("Please enter the numbers to add\n");
```

```
    scanf("%d %d", &a, &b);
```

```
    printf("The sum of the numbers is %d\n", a+b);
```

```
}
```

```
void subtract () {
```

```
    int a, b;
```

```
    printf("Please enter the numbers to be subtracted\n");
```

```
    scanf("%d %d", &a, &b);
```

```
    printf("The diff of the numbers is %d\n", a-b);
```

```
}
```

```
void multiply () {
```

```
    int a, b;
```

```
    printf("Please enter the numbers to be multiplied\n");
```

```
    scanf("%d %d", &a, &b);
```

```
    printf("The product of the numbers is %d\n", a*b);
```

```
}
```

```
void divide () {
```

```
    int a, b;
```

```
    printf("Please enter the numbers to be divided\n");
```

```
    scanf("%d %d", &a, &b);
```

```
    printf("The quotientproduct of the numbers is %.5f\n",  
           (float) a/b);
```

```
}
```

```

void less()
{
    int a, b;
    printf("Please enter the numbers to compare  
less than\n");
    scanf("%d %d", &a, &b);
    if (a < b) {
        printf("The %d is less than %d",
               a, b);
    } else {
        printf("The %d is not greater than %d",
               a, b);
    }
}

```

```

void great()
{
    int a, b;
    printf("Please enter the numbers to  
compare greater than\n");
    scanf("%d %d", &a, &b);
    if (a > b)
        printf("The %d is greater than %d\n",
               a, b);
    else
        printf("The %d is not greater than %d\n",
               a, b);
}

```

```

void equal()
{
    int a, b;
    printf("Please enter the number to compare  
to equal\n");
    scanf("%d %d", &a, &b);
    if (a == b)
        printf("They are equal\n");
    else

```



```

    printf("They are not equal");
}
void notEqual()
{
    int a, b;
    printf("Please enter the numbers to compare  
to not equal \n");
    scanf("%d %d", &a, &b);
    if (a != b)
        printf("The %d is not equal to %d", a, b);
    else
        printf("The %d is equal to %d", a, b);
}
void modulus()
{
    int a, b;
    printf("Enter the numbers to get modulus");
    scanf("%d %d", &a, &b);
    printf("The modulus of %d and %d is  
%d \n", a, b, a % b);
}
void increment()
{
    int a;
    printf("Please enter number to be  
incremented");
    scanf("%d", &a);
    printf("The incremented number is %d \n", ++a);
}
int main()
{
    int a = 0;

```

```

do {
printf "Please enter your choice\n";
printf "1. Addition\n";
printf "2. Subtraction\n";
printf "3. Multiplication\n";
printf "4. Divide\n";
printf "5. Less than\n";
printf "6. Greater than\n";
printf "7. Equal to\n";
printf "8. Not equal\n";
printf "9. Modulus\n";
printf "10. Increment\n";
printf "11. Exit\n";
scanf "%d", &a);
switch (a) {
case 1: add();
break;
case 2: subtrant();
break;
case 3: multiply();
break;
case 4: divide(); break;
case 5: less(); break;
case 6: great(); break;
case 7: equal(); break;
case 8: not equal(); break;
case 9: modulus(); break;
case 10: increment(); break;
case 11: break;
default: printf "Please enter
valid input\n";
}
} while (a != 11);

```

```

return 0;
}

```



2.

```
#include <stdio.h>
float sumaver(int a, int b) {
    printf("The sum of the two numbers is\n", a+b);
    return (float)(a+b)/2;
}
```

```
void printeven(int a, int b) {
    printf("The even numbers between %.d\n", b, a);
    for (int i = b+1; i < a, i++) {
        if (i%2 == 0) {
            printf(" %.d \t", i);
        }
    }
    printf("\n");
}
```

```
int main() {
    int a, b, c;
    float avg;
    printf("Enter 3 numbers");
    scanf(" %.d, %.d, %.d", &a, &b, &c);
    if (a > b && a > c) {
        if (b > c) {
            avg = sumaver(a, b);
            printeven(a, b);
        } else {
            avg = sumaver(a, c);
            printeven(a, c);
        }
    } else if (b > c) {
        if (a > c) {
            avg = sumaver(b, a);
        }
    }
```

```

        printeven (b, a);
    } else {
        avg = sumaver (b, c);
        printeven (b, c);
    }
} else {
    if (a > b) {
        avg = sumaver (c, a);
        print (c, a);
    } else {
        avg = sumaver (c, b);
        printeven (c, b);
    }
}

}

printf ("The average of the two numbers
is %.5f", avg);

return 0;
}

```