

Assignment-2

```
(1) #include<stdio.h>
int main()
{
    int x;
    printf("Enter a number= ");
    scanf("%d",&x);
    printf("Unit digit is %d",x%10);
    return 0;
}
```

```
(2) #include<stdio.h>
int main()
{
    int x;
    printf("Enter a number= ");
    scanf("%d",&x);
    printf("without last digit number is %d",x/10);
    return 0;
}
```

```
(3) #include<stdio.h>
int main()
{
    int x=10,y=20,z;
    printf("The value of x and y is %d and %d",x,y);
    z=x;
    x=y;
    y=z;
    printf("\nThe swap value of x and y %d and %d",x,y);
    return 0;
}
```

```
(4) #include<stdio.h>
int main()
{
    int x=10,y=20;
    printf("The value of x =%d and y=%d",x,y);
    x=x+y;
    y=x-y;
    x=x-y;
    printf("\nThe swap value x=%d and y=%d",x,y);
    return 0;
}
```

```
(5) #include<stdio.h>
int main()
{
    int x,rem,sum=0;
    printf("Enter a three digit number= ");
```

```

scanf("%d",&x);

rem=x%10;
x=x/10;
sum=sum+rem;

rem=x%10;
x=x/10;
sum=sum+rem;

rem=x%10;
x=x/10;
sum=sum+rem;

printf("Sum of digit is %d",sum);
return 0;

}

```

```

(6) #include<stdio.h>
int main()
{
    char c;
    printf("Enter any Character= ");
    scanf("%c",&c);
    printf("\n%d is the ASCII code of %c",c,c);
    return 0;
}

```

```

(7) #include<stdio.h>
int main()
{
    int x, result=0, count=0;
    printf("Enter any number");
    scanf("%d",&x);
    while(x!=0)
    {
        result=x&1;
        count++;
        if(result==1)
        {
            printf("%d",count);
            break;
        }
        x=x>>1;
    }
    return 0;
}

```

```

(8) #include<stdio.h>
int main()

```

```

{
    int x,result;
    printf("Enter any number");
    scanf("%d",&x);
    result=x&1;
    if(result==1)
        printf("odd");
    else
        printf("Even");
    return 0;
}

```

```

(9) #include<stdio.h>
int main()
{
    char c;
    int a;
    float f;
    double d;
    printf("size of c is %d",sizeof(c));
    printf("\nsize of a is %d",sizeof(a));
    printf("\nsize of f is %d",sizeof(f));
    printf("\nsize of d is %d",sizeof(d));

    return 0;
}

```

```

(10) #include<stdio.h>
int main()
{
    int x;
    printf("Enter a number= ");
    scanf("%d",&x);
    x=x/10;
    x=x*10;
    printf("New number is %d",x);
    return 0;
}

```

```

(11) #include<stdio.h>
int main()
{
    int x,y;
    printf("Enter a number= ");
    scanf("%d",&x);
    printf("Enter a digit= ");
    scanf("%d",&y);
    printf("New number is= %d%d",x,y);
    return 0;
}

```

```
(12) #include<stdio.h>
int main()
{
    float IN,US;
    printf("Enter the amonut in INR= ");
    scanf("%f",&IN);
    US=IN/76.23;
    printf("The amount of INR %f= %f USD",IN,US);
    return 0;
}
```

```
(13) #include<stdio.h>
int main()
{
    int x,y;
    printf("Enter a three digit number ");
    scanf("%d",&x);
    y=x%10;
    x=x/10;
    printf("New rotated number is %d%d",y,x);
    return 0;
}
```