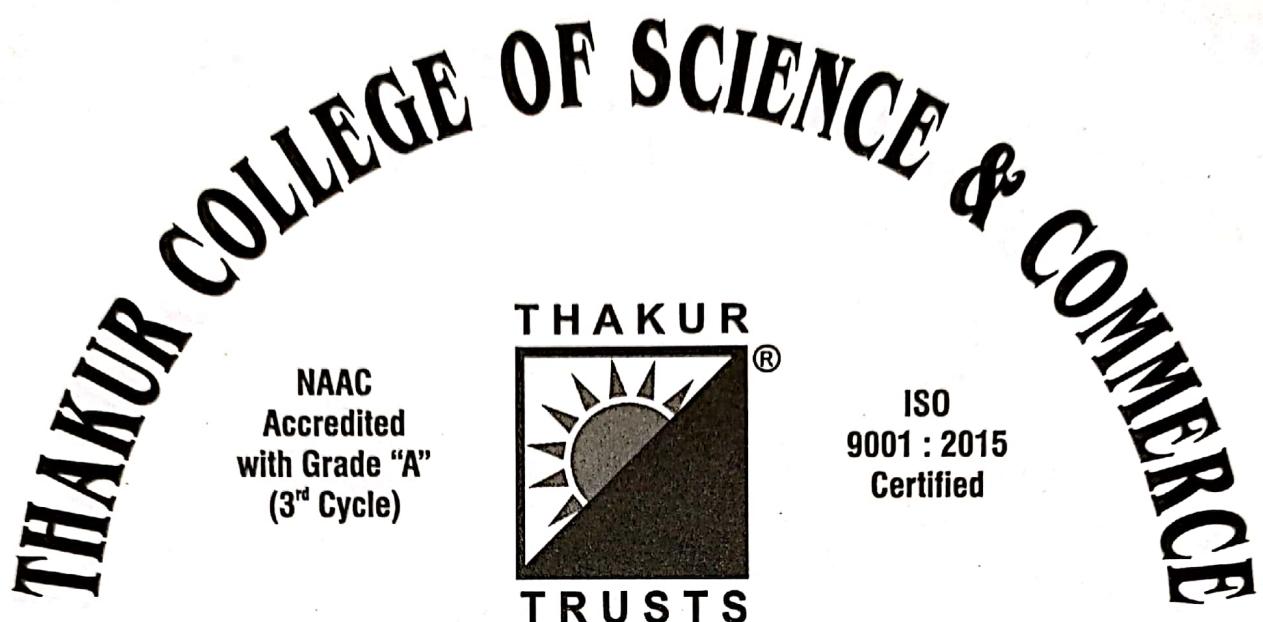


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who has worked for the year 2019 - 20 in the Computer
Laboratory.

Teacher In-Charge

Head of Department

Date : _____

Examiner

INDEX

SS

- Output :-

----- TYPES OF DATATYPES -----

Enter your name: Dinesh

Enter your roll no.: 30

Enter your class: 12TH

Enter your percentage: 79.9%

Enter your grade: A

Enter your Address: Mumbai

Enter your Mobile no.: 9892980666

*NAME: Dinesh

*ROLL NO: 30

*CLASS: 12TH

*PERCENTAGE: 79.9

*GRADE: A

*ADDRESS: Mumbai

*MOBILE NO.: 9892980666

PRACTICAL - 1

Aim :- Various Datatypes, Average of Three numbers, and Area of triangle.

1. Source Code :-

```
#include <stdio.h>
#include <conio.h>
void main()
{
    char name[20];
    int roll;
    char cla;
    float per;
    char grade;
    char add;
    long int mobile;
    clrscr();
    printf("----- TYPES OF DATATYPES -----");
    printf("Enter your name : ");
    scanf("%s", &name);
    printf("Enter your roll no. : ");
    scanf("%d", &roll);
    printf("Enter your class : ");
    scanf("%s", &cla);
    printf("Enter your percentage : ");
    scanf("%f", &per);
    printf("Enter your grade : ");
    scanf("%s", &grade);
}
```

88

```
printf("Enter your Address : ");
scanf(".s", &add);
printf("Enter your mobile no. :
scanf(".d", &mobile);
clrscr();
printf(* NAME : ", name);
printf(* ROLL NO. : ", roll);
printf(* CLASS : ", cla);
printf(* PERCENTAGE : ", per);
printf(* GRADE : ", grade);
printf(* ADDRESS : ", add);
printf(* MOBILE NO. : ", mobile)
getch();
```

3

AS

• Output :-

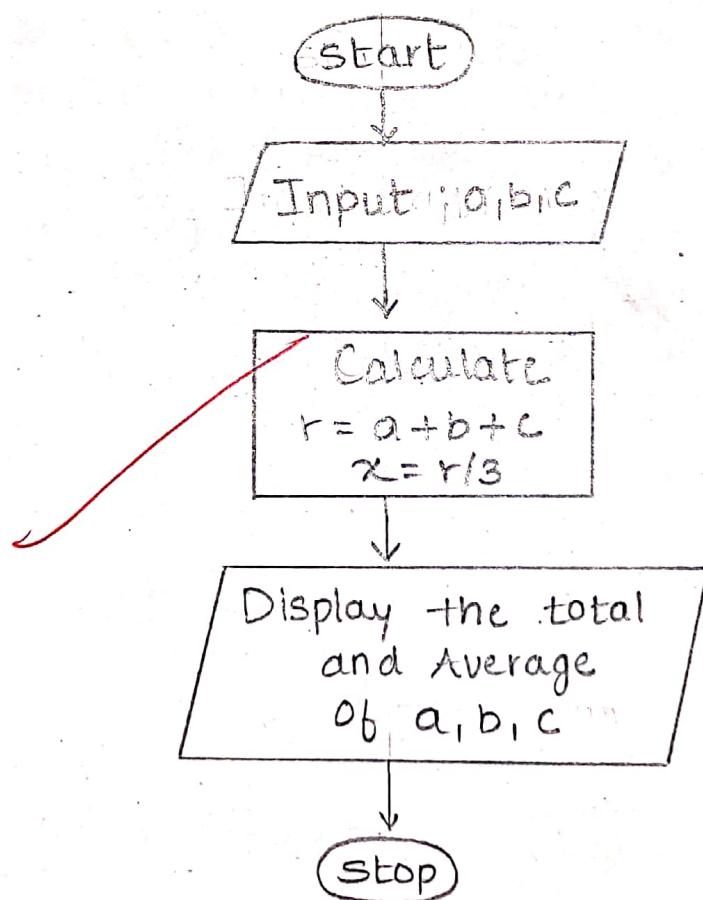
Avg. of 3 number :-

Enter the three numbers : 7 8 9

The total of A B C is 24

The Average of A B C is 8

• Flowchart :-



2. Average Of Three Numbers :-

~~(C.18) i) To calculate total of three numbers.~~

- Algorithm :-

~~(C.18) ii) To calculate average of three numbers.~~

Step 1 - Include the header files.

Step 2 - Declare the variables in integer datatype.

Step 3 - Accept the three numbers from the user for calculating the average.

Step 4 - Add the values taken from the user and divide it by 3. Then store the result in a variable.

Step 5 - Print or display the average of three numbers.

- Source Code :-

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a,b,c,r,x;
    clrscr();
    printf("Enter the three numbers : ");
    scanf("%d %d %d", &a, &b, &c);
}
```

```

r = a+b+c; // calculate sum of all numbers
printf("\n The total of A B C is %d", r);
x = r/3;
printf("\n Average of A B C is %.2f", x);
getch();

```

3

To find the Area of Triangle :-

- o Algorithm :-

Step 1 - Include the header files.

Step 2 - ~~Declare the variables base, height, area in float datatype.~~

Step 3 - Take the input from the user for finding the area of triangle and use the formula "area = $\frac{1}{2} * \text{base} * \text{height}$ ".

Step 4 - Multiply the values taken from the user and multiply with 0.5 and store it at variable.

Step 5 - Display the area of triangle.

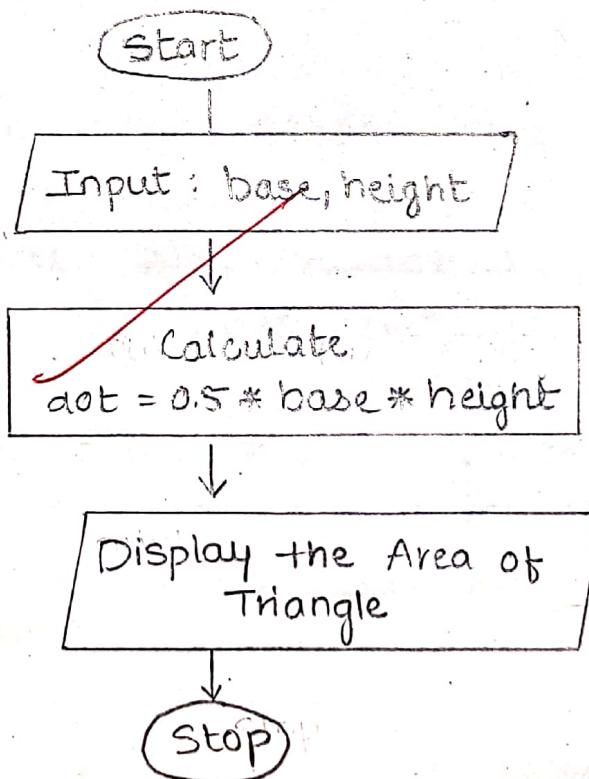
as

- Output :-

- Area of Triangle :-

```
Enter the Height : 9  
Enter the Base : 6  
Area of Triangle is 27.00
```

- Flowchart :-



Source Code :-

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

```

```
    float base, height, aot;
    clrscr();

```

```
    printf("Enter the Height : ");
    scanf("%f", &height);

```

```
    printf("Enter the Base : ");
    scanf("%f", &base);

```

```
    aot = 0.5 * height * base;

```

```
    printf("Area of triangle is %.f", aot);

```

```
    getch();
}

```

*= 7, d = 7, d * D = 7 * 7 = 49, aot = 49 / 2 = 24.5*

*[d = 7, d + D = 7 + 7 = 14, d * D = 7 * 7 = 49, aot = 49 / 2 = 24.5]*

if (d > D) swap(&d, &D);

if (d < D) swap(&d, &D);

(d, D, aot) = swap(d, D);

if (d < D) swap(&d, &D);

(d, D, aot) = swap(d, D);

if (d < D) swap(&d, &D);

if (d < D) swap(&d, &D);

PRACTICAL - 2

Aim :- Programs on operators & expressions.

1. o WAP to demonstrate use of various operator.

- Algorithm:

Step 1 - Include the header files. (start)

Step 2 - Read the two numbers for the arithmetic operations, as a and b

Step 3 - Use the arithmetic operators (+, -, *, /, %, ++, --) and Display the output. [$r = a+b$, $r = a-b$, $r = a*b$, $r = a/b$, $r = a \% b$, $r = a++$, $r = b--$].

Step 4 - Read the three numbers for logical operations, as a, b and c.

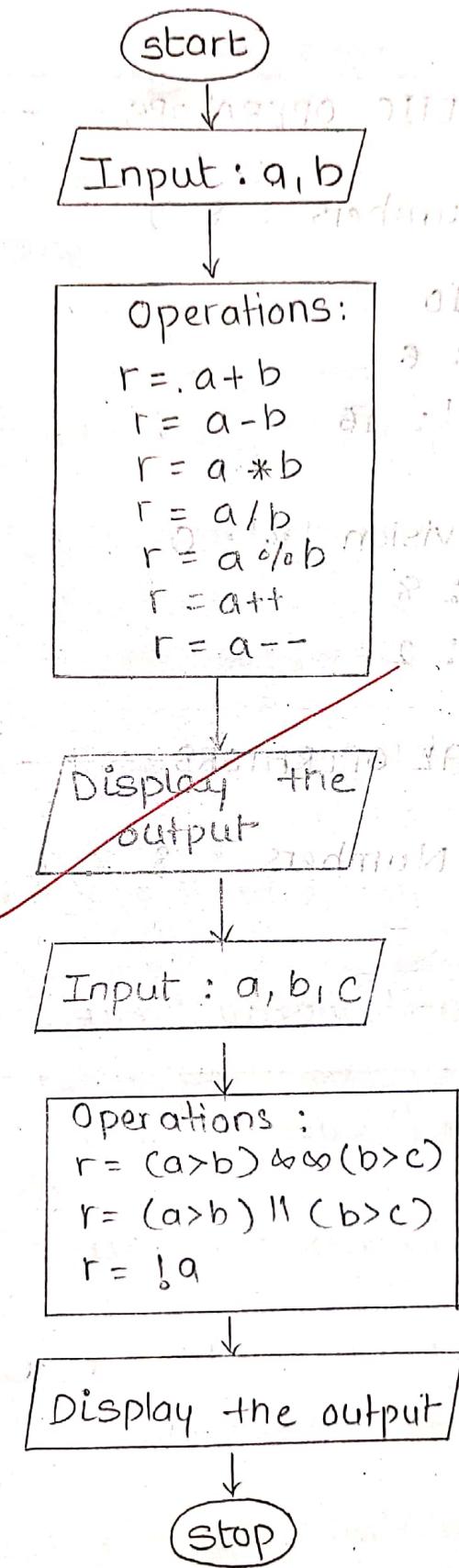
Step 5 - Use the logical operators ($\wedge\wedge$, $\|$, $!$) and display the output.

[$r = (a > b) \wedge\wedge (b > c)$, $r = (a > b) \| (b > c)$, $r = !a$].

Step 6 - Stop

Flowchart :

28



o Output :

----- ARITHMETIC OPERATORS -----

Enter the two Numbers : 8 2

- * Addition '+' : 10
- * Subtraction '-' : 6
- * Multiplication '*' : 16
- * Division '/' : 4
- * Remainder of Division '%' : 0
- * Increment '++' : 8
- * Decrement '--' : 2

----- LOGICAL OPERATORS -----

Enter the three Numbers : 8 6 2

- * AND '&&' : 1
- * OR '||' : 1
- * NOT '!' : 0

Source Code:

```

#include <stdio.h>
#include <conio.h>
void main()
{
    int a,b,c,r;
    clrscr();
    printf("----- ARITHMETIC OPERATORS -----");
    printf("\nEnter the two Numbers : ");
    scanf("%d %d", &a, &b);
    r=a+b;
    printf("\n* Addition '+' : %d", r);
    r=a-b;
    printf("\n* Subtraction '-' : %d", r);
    r=a*b;
    printf("\n* Multiplication '*' : %d", r);
    r=a/b;
    printf("\n* Division '/' : %d", r);
    r=a%b;
    printf("\n* Remainder of Division '%' : %d", r);
    r=a++;
    printf("\n* Increment '++' : %d", r);
    r=b--;
    printf("\n* Decrement '--' : %d", r);
    printf("\n----- LOGICAL OPERATORS -----");
    printf("\nEnter the three Numbers : ");
    scanf("%d %d %d", &a, &b, &c);
    r = (a>b) && (b>c);
}

```

```

printf("\n* AND '0909' : %d", r); // output
r = (a > b) || (b > c);
printf("\n* OR '11' : %d", r); // output
r = !a;
printf("\n* NOT '! : %d", r); // output
getch();
}

```

2. Write a program to demonstrate the use of ternary operator.

Algorithm :

Step 1 - Start

Step 2 - Accept the values from the user and read the four numbers to find the largest of them, i.e., a, b, c, and d

Step 3 - Initialization of the declared variable "max = (a > b && a > c

$((r0909 : a > d) ? a : ((b > c) ? b : d))$;

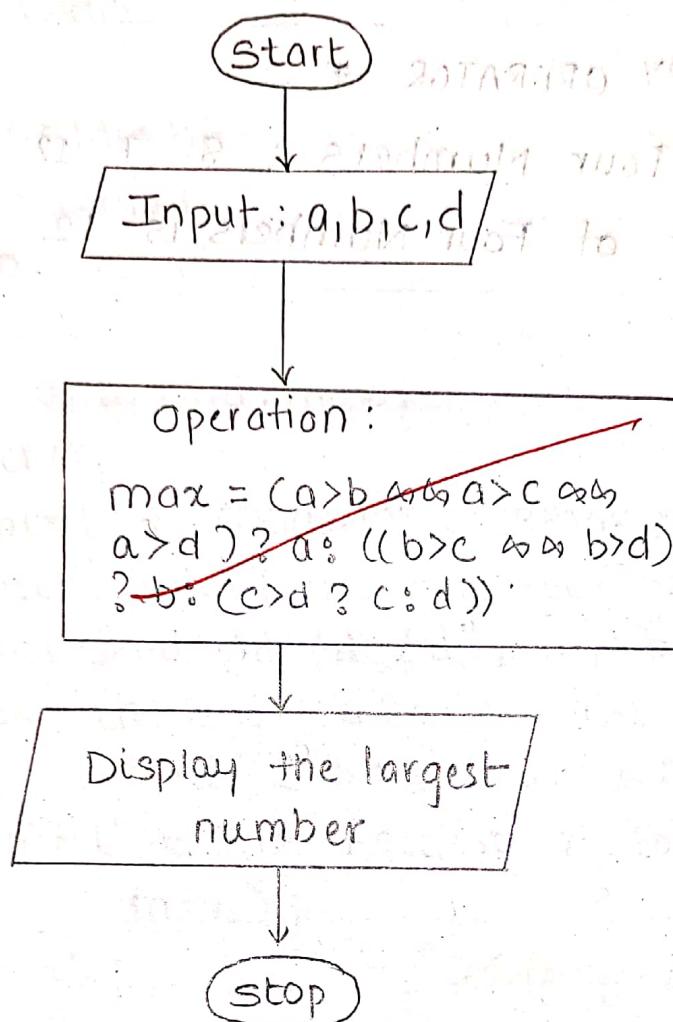
$((r0909 : a > d) ? a : ((b > c) ? b : d))$;

Step 4 - Display the largest number.

Step 5 - End

Flowchart :

30



Q8

Output:

* TERNARY OPERATOR *

Enter the Four Numbers : 8 7 12 5

The Largest of Four Numbers is 12

Source Code : TERNARY OPERATOR

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a, b, c, d, max;
    clrscr();
    printf(" * TERNARY OPERATOR * ");
    printf("\n\n Enter the four Numbers : ");
    scanf("%d %d %d %d", &a, &b, &c, &d);
    max = (a > b) ? (a > c ? a : (b > c ? b : (c > d ? c : d)));
    printf("\n The largest of Four Numbers is %d", max);
}
```

scribble - 24/01/2020

PRACTICAL - 3

Aim :- Programs on Decision Statements.

- Write a program to find whether the entered character is a vowel or consonant.

- Algorithm :

~~1. Input character from user.~~

~~Step 1 - Start~~ ~~Input~~ ~~initialization~~ ~~of variables~~

~~(char a, b, c, d, s, D, S, 'A' & 'a' & 'B' & 'b' & 'C' & 'c')~~ ~~process~~

~~Step 2) - Read the input character from~~
~~the user to find whether it is~~
~~a vowel or consonant.~~ ~~using~~

~~Step 3 - Initialization of the declared variables~~
~~lowercase and uppercase.~~

~~[lowercase = (c == 'a' || c == 'e' || c == 'i' ||~~
~~c == 'o' || c == 'u')]~~

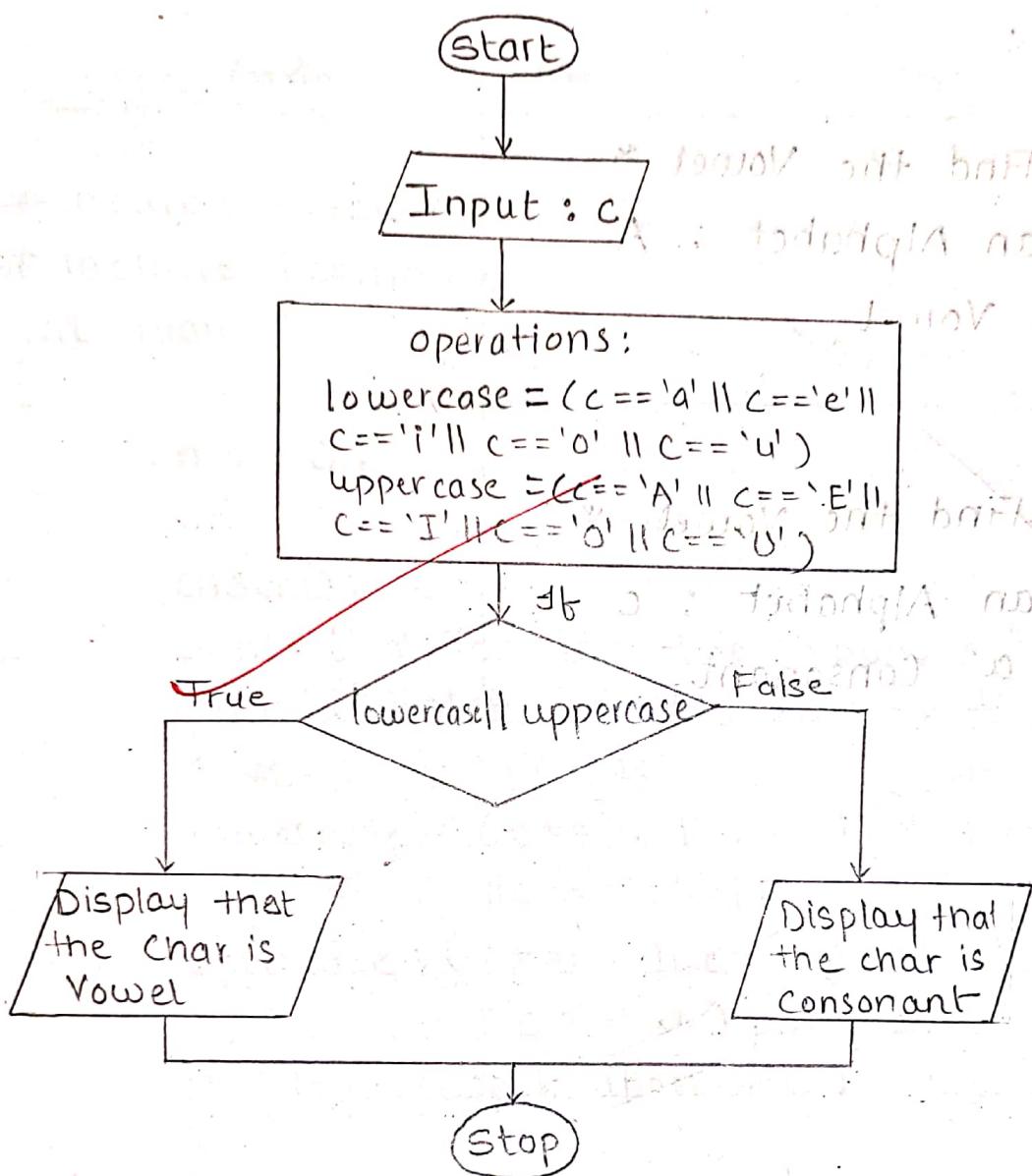
~~uppercase = (c == 'A' || c == 'E' || c == 'I' ||~~
~~c == 'O' || c == 'U')]~~

~~Step 4 - use if else statement to~~
~~check the condition (lowercase ||~~
~~uppercase), if the condition is~~
~~True display that the given~~
~~char. is a vowel else it is~~
~~a consonant.~~

~~Step 5 - End.~~

• Flowchart :

32



SE

Output :

* To Find the Vowel *

Enter an Alphabet : A

A is a Vowel

* To ~~Find~~ the Vowel *

Enter an Alphabet : c

c is a Consonant.

Source Code: A program to find out whether a character is vowel or consonant.

```
#include <stdio.h>
#include <conio.h>
int main()
{
    char c;
    int lowercase, uppercase;
    clrscr();
    printf(" * To Find the Vowel * ");
    printf("Enter an Alphabet: ");
    scanf("%c", &c);
    lowercase = (c == 'a' || c == 'i' || c == 'o' || c == 'e'
               || c == 'u');
    uppercase = (c == 'A' || c == 'E' || c == 'I' || c == 'O'
                 || c == 'U');
    if (lowercase || uppercase)
    {
        printf("\n %c is a Vowel", c);
    }
    else
    {
        printf("\n %c is a Consonant", c);
    }
    getch();
    return 0;
}
```

2. Write a program to find the entered year is a leap year.

o Algorithm:

Step 1 - Start

Step 2 - Read the year from the user as year.

Step 3 - Check if $(year \% 400) == 0$
then print the year is a leap

~~if $(year \% 100) == 0$ and $(year \% 4) == 0$~~

~~Step 4 - If $(year \% 100) == 0$, then
print the year is not a leap
year.~~

Step 5 - If $(year \% 4) == 0$, then
print the year is a leap year.

Step 6 - Print the year is not a leap year

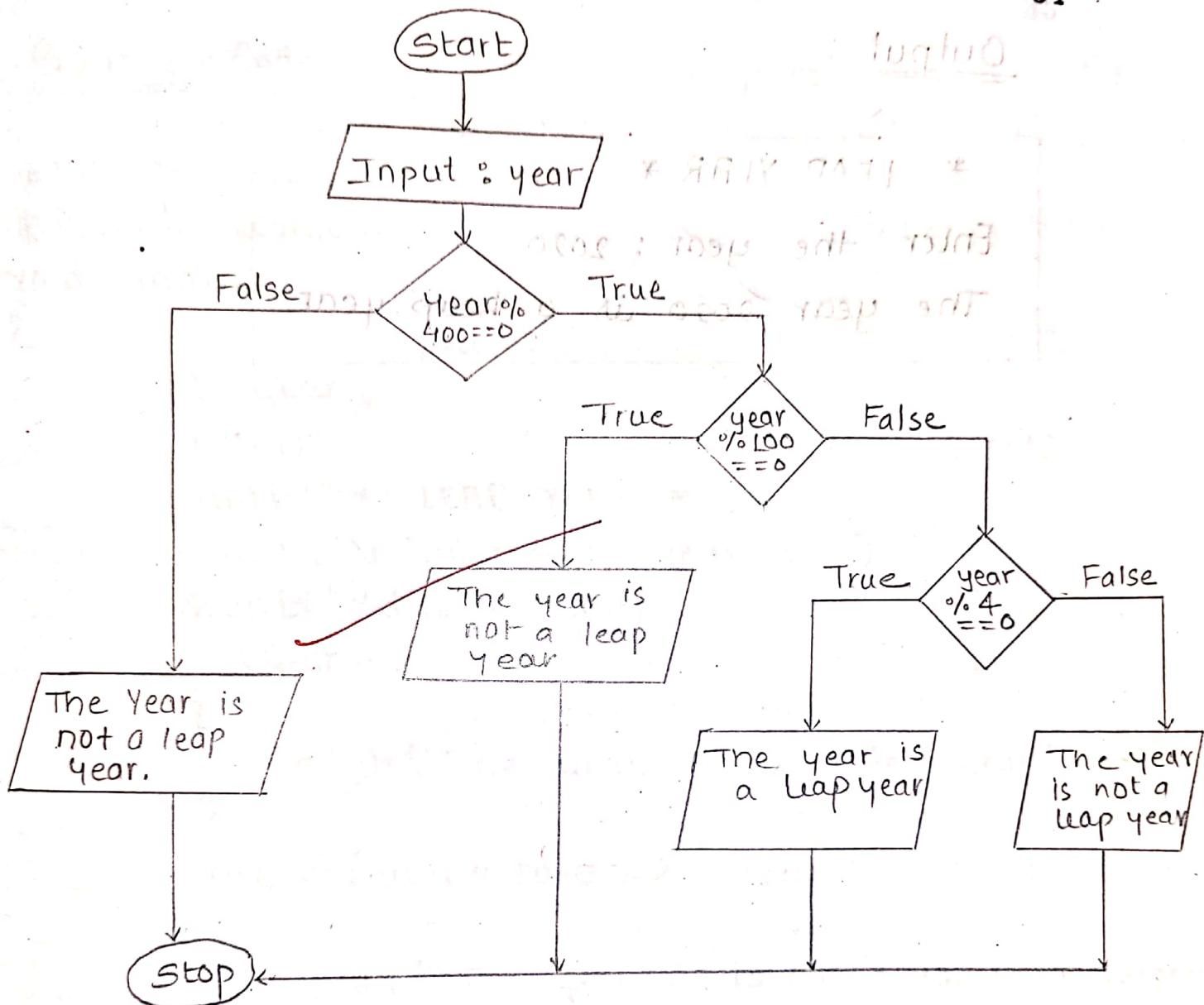
~~else
print "Entered year is not a leap year"~~

Step 7 - Stop

~~Get input
Print output~~

Flowchart:

34



3

Output :

* LEAP YEAR *

Enter the year : 2020

The year 2020 is a leap year.

• Source Code : A program to check whether a given year is a leap year or not.

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int year;
    clrscr();
    printf("(* LEAP YEAR *)");
    printf("\nEnter the year : ");
    scanf("%d", &year);
    if (year % 400 == 0)
    {
        printf("The year %d is a leap year", year);
    }
    else if (year % 100 == 0)
    {
        printf("The year %d is not a leap year", year);
    }
    else if (year % 4 == 0)
    {
        printf("The year %d is a leap year", year);
    }
    else
    {
        printf("The year %d is not a leap year", year);
    }
    getch();
}
```

3. Write a program to create a menu driven calculator using switch case statement.

• Algorithm:

Step 1 - Start

Step 2 - Read the values from the user (a and b) using

Step 3 - Display the menu of calculator.

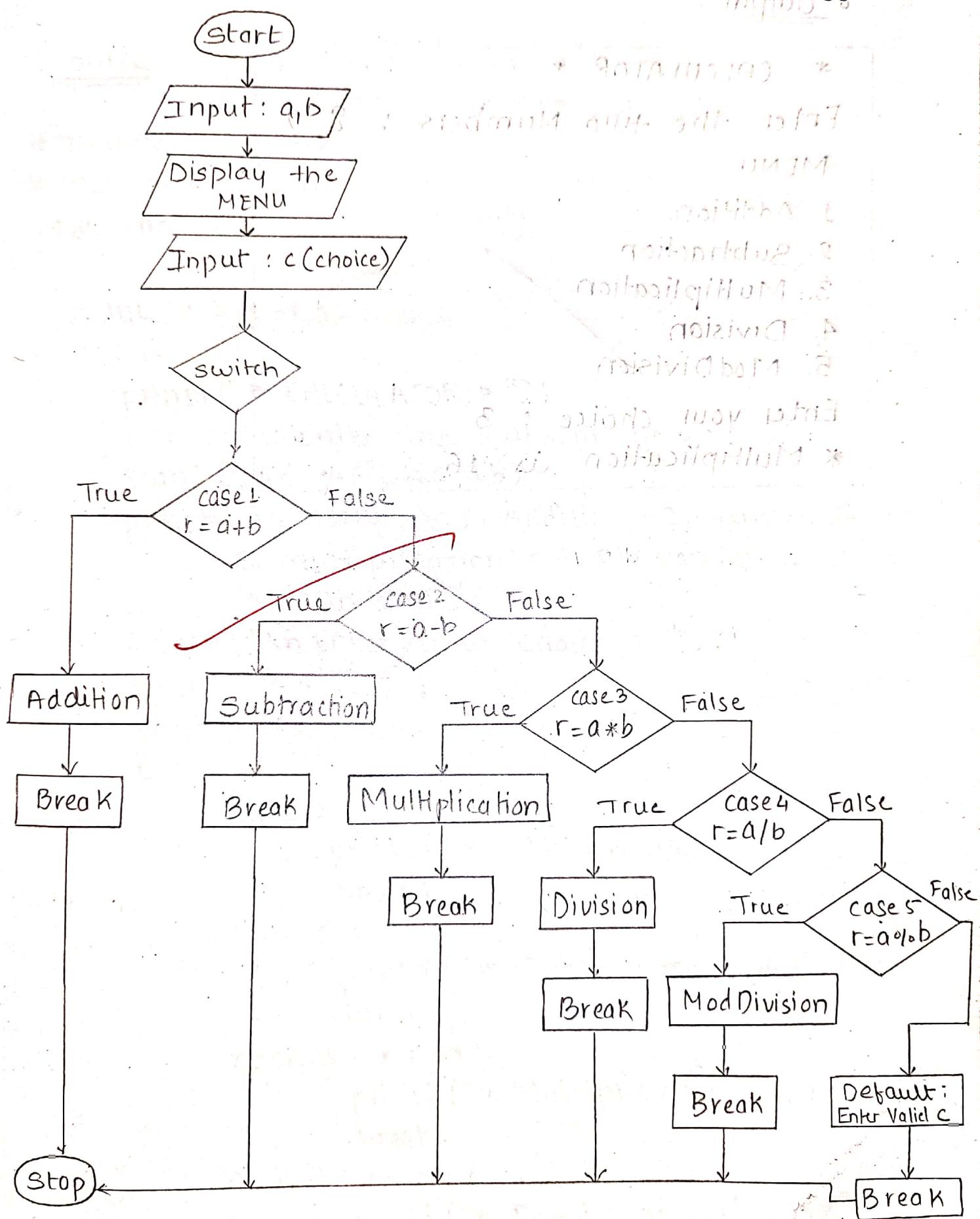
Step 4 - Read the choice of the user using

Step 5 - Check from which case the choice matching. If choice of the user is matching with any case then print the output otherwise display the default statement.

Step 6 - End.

• Flowchart :

36



8E Output :

* CALCULATOR *

Enter the two Numbers : 8 2

MENU

1. Addition
2. Subtraction
3. Multiplication
4. Division
5. Mod Division

Enter your choice : 3

* Multiplication is 16

Source Code :

```

#include <stdio.h>
#include <conio.h>
void main()
{
    int a,b,c,r;
    clrscr();
    printf("* CALCULATOR *");
    printf("\nEnter the two Numbers : ");
    scanf("%d %d", &a, &b);
    printf("\n MENU\n\n 1. Addition\n 2. Subtraction\n 3. Multiplication\n 4. Division\n 5.
        ModDivision");
    printf("\nEnter your choice : ");
    scanf("%d", &c);
    switch(c)
    {
        case 1 : r = a+b;
                    printf("* Addition is %d", r);
                    break;
        case 2 : r = a-b;
                    printf("* Subtraction is %d", r);
                    break;
        case 3 : r = a*b;
                    printf("* Multiplication is %d", r);
                    break;
        case 4 : r = a/b;
                    printf("* Division is %d", r);
                    break;
    }
}

```

case 5 : r=a%b

printf(" * Mod Division is %d",r);

break;

default:

printf("\nEnter a valid choice");

}

getch();

}

if((c=='A')||(c=='a')){
printf("Enter two numbers for Addition\n");
scanf("%d%d",&a,&b);
addition(a,b);
printf("Addition of %d and %d is %d",a,b,add);
}

if((c=='S')||(c=='s')){
printf("Enter two numbers for Subtraction\n");
scanf("%d%d",&a,&b);
subtraction(a,b);
printf("Subtraction of %d and %d is %d",a,b,sub);
}

if((c=='M')||(c=='m')){
printf("Enter two numbers for Multiplication\n");
scanf("%d%d",&a,&b);
multiplication(a,b);
printf("Multiplication of %d and %d is %d",a,b,mult);
}

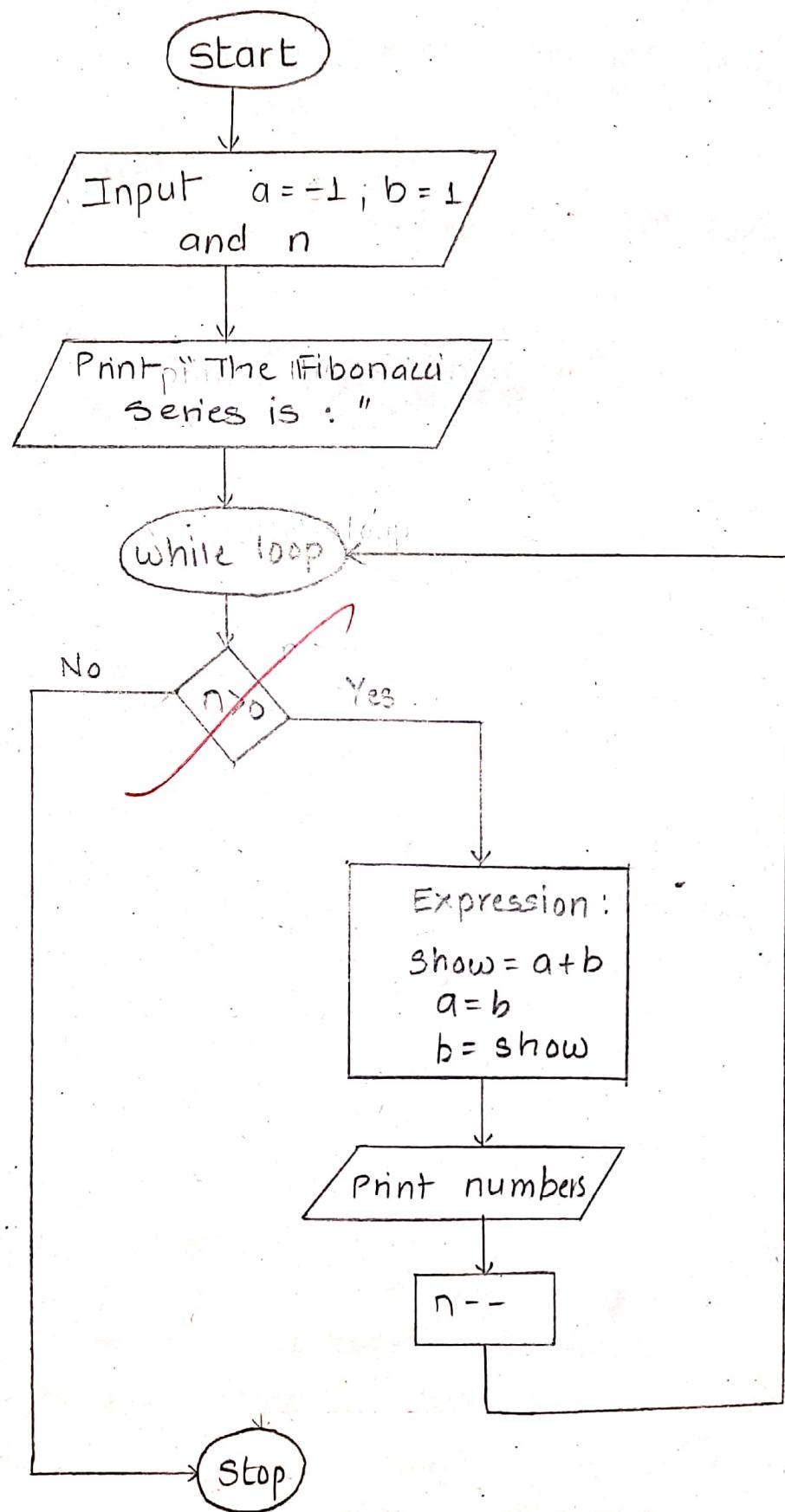
if((c=='D')||(c=='d')){
printf("Enter two numbers for Division\n");
scanf("%d%d",&a,&b);
division(a,b);
printf("Division of %d and %d is %d",a,b,div);
}

if((c=='R')||(c=='r')){
printf("Enter two numbers for Modulus\n");
scanf("%d%d",&a,&b);
modulus(a,b);
printf("Modulus of %d and %d is %d",a,b,mod);
}

if((c=='B')||(c=='b')){
printf("Enter two numbers for Bitwise AND\n");
scanf("%d%d",&a,&b);
bitwise(a,b);
printf("Bitwise AND of %d and %d is %d",a,b,bit);
}

Q8

• Flowchart :-



PRACTICAL - 4

Topic :- Programs on looping. (\rightarrow about fibo)
 (\rightarrow about n!)

1) Aim :- Write a program to find the Fibonacci Series.

• Algorithm :-

Step 1 - Start

; (read, "n") -> n

Step 2 - Declare variables i, a, b, show

; (read, "a", "b") -> a, b

Step 3 - Initialize the variables, $a=0$, $b=1$,
 and $show=0$

Step 4 - Enter the number of terms of Fibonacci
 series to be printed! \rightarrow n

Step 5 - Print First two terms of series!

Step 6 - Use the loop for the following steps -

- $show = a + b$

- $a = b$

- $b = show$

- increase value of i each time by 1

- print the values

Step 7 - End

o Source Code :-

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int n, show, a = 1, b = 1;
    clrscr();
    printf("Enter the number of terms : ");
    scanf("%d", &n);
    printf("The Fibonacci Series is : ");
    while (n > 0)
    {
        show = a + b;
        printf("\n%d", show);
        a = b;
        b = show;
        n--;
    }
    getch();
}
```

• Output :-

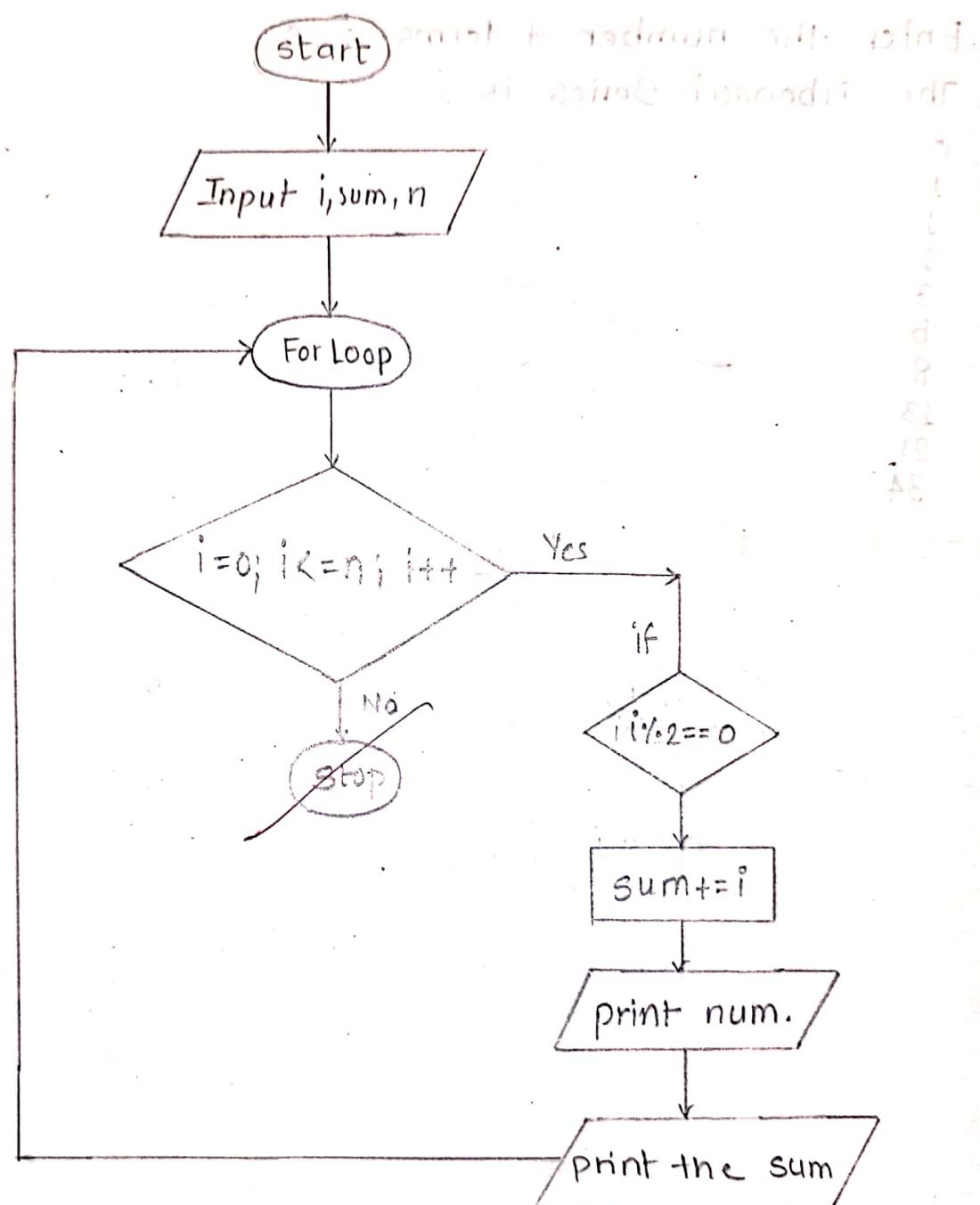
Enter the number of terms : 10

The Fibonacci Series is :

0
1
1
2
3
5
8
13
21
34

Q1

• Flowchart :-



2. Aim :- Write a program to print the sum of all even numbers between 1 to n using for loop.

• Algorithm :-

Step 1 - Start ;(Open {) ;(0 = even, i, a = 1)

{(";" ; add main code indent " ")} ;(Close)

Step 2 - Declare variables (i, sum) and n.

(int ;(a = > 1, i = 1) ;(int

Step 3 - Initialize the variable sum = 0.

(a = 0 ;(i = 1) ;(

Step 4 - Enter the numbers of terms or integer. (n)

(i = 1 ;(n <

Step 5 - Use the "for" loop with i=1 and i<=n and +i.

Step 6 - Inside for loop use if statement

with expression $i \% 2 == 0$ and statement.

Step 7 - Print the even numbers then print the sum of the numbers.

Step 8 - End.

- Source Code :- A program in C that will print sum of all even numbers from 1 to n.

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

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
    int n, i, sum = 0; clrscr(); // line - 1945
```

```
    printf("Enter the number : ");
```

```
    scanf("%d", &n); // line - 2955
```

```
    for (i=1; i<=n; ++i)
```

```
    { // line - 2965
```

```
        if (i%2 == 0)
```

```
            sum += i;
```

```
        printf("%d ", i); // line - 2972
```

```
}
```

```
    printf("\nSum = %d", sum); // line - 2972
```

```
    getch(); // line - 2973
```

```
}
```

line - 2973

Scanned with CamScanner

• Output :-

42

Enter the number : 20

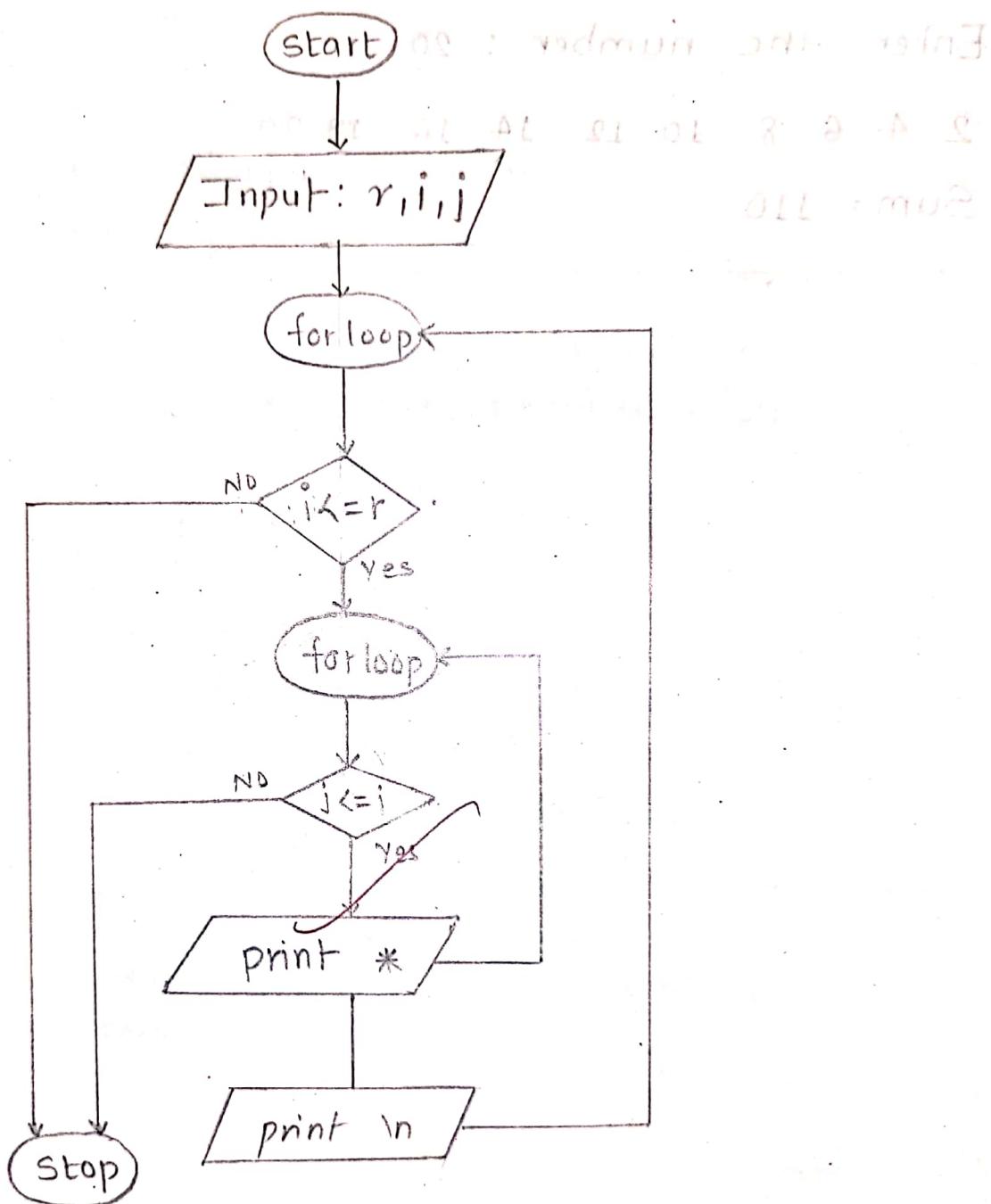
2 4 6 8 10 12 14 16 18 20

Sum = 110

82

- 1 fugfu 0

• Flowchart :-



3. Aim :- Write a program to print half pyramid using *.

• Algorithm :-

Step 1 - Start

Step 2 - Declare the variables r, i, j

Step 3 - Enter the number of rows (r).

Step 4 - Use for loop with $i=0; i \leq r; i++$

Step 5 - Inside a for loop with $j=0; j \leq i; j++$

Step 6 - print *

Step 7 - End.

• Source Code :-

```
#include <stdio.h>
#include <conio.h>
Void main()
{
    int r, i, j; clrscr();
    printf("Enter the number of rows: ");
    scanf("%d", &r);
    for (i=0; i<=r; i++)
    {
```

* print binary
for ($j=0$; $j \leq i$; $j++$), $\text{int } n = \text{int}$
{
 printf(" * ");
}
 printf("\n");
}
getch();

(1) due to maximum size limit = 8992

$i+j+i-2i > 0$ if given goal not seen = 4992

if $i+k+i > i$ then goal not seen = 2992

* flag = 0

bat = Part

* shot score

Schreie > schwinden

Kuchen > schwinden

Gelora bina

Java script for me

it's about the maximum width of the string

length("bb") is 2

length("aa") is 2

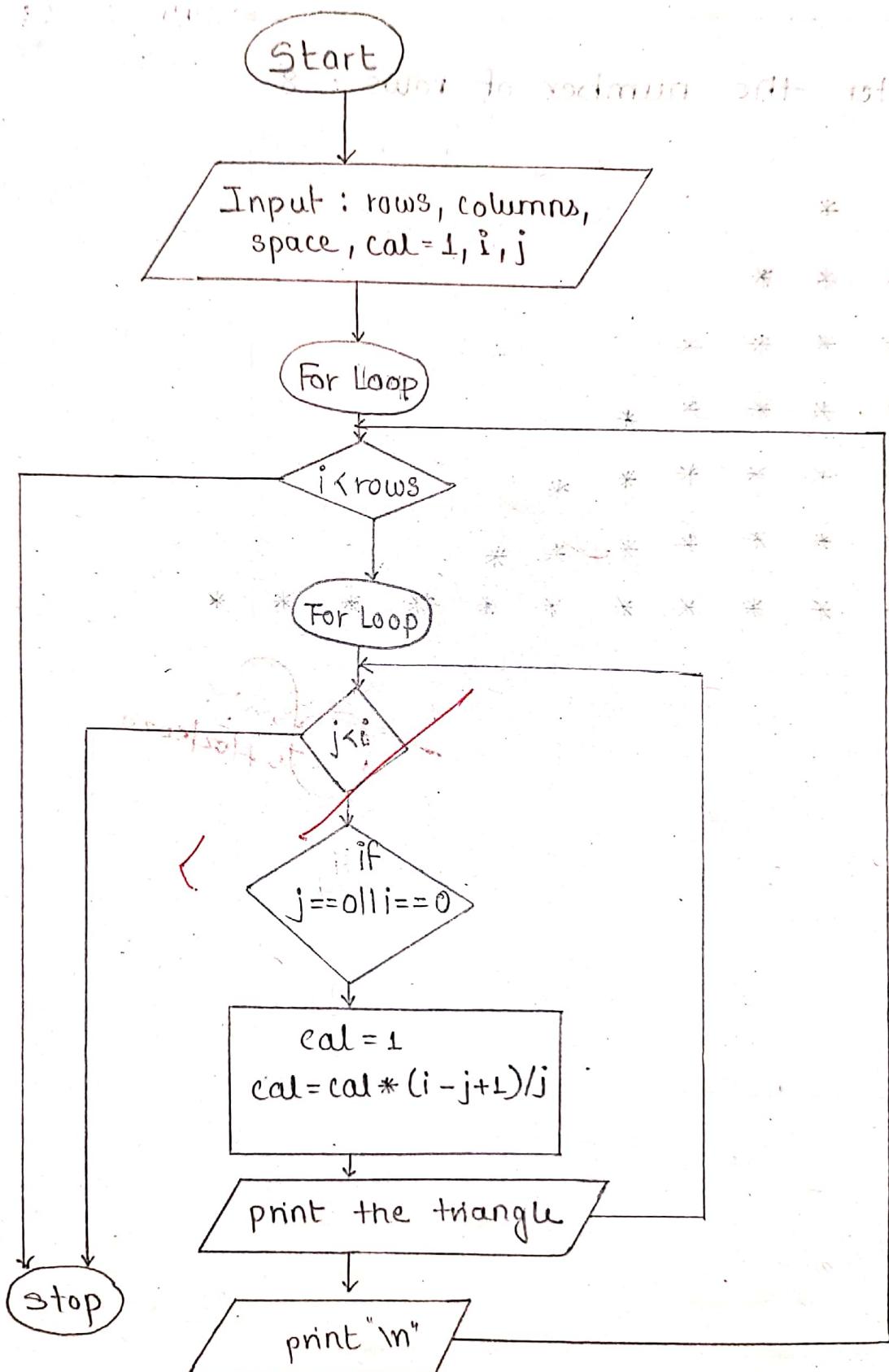
• Output :-

Enter the number of rows : 8

```
*  
* *  
* * *  
* * * *  
* * * * *  
* * * * * *  
* * * * * * *  
* * * * * * * *
```

*Shri
Jotiba*

• Flowchart :-



4.) Aim - Write a program to print pascal triangle.

Algorithm -

Step 1 - Start

Step 2 - Declare the variables rows, space, col=1, i, j.

Step 3 - Enter the number of rows

Step 4 - Use the for loop with $i=0$, $i < \text{rows}$, $\& i++$

Step 5 - Use for loop inside the upper for loop

with $j=0$, $j \leq i$, $j++$) $\&$

Step 6 - Use if conditional statement with $j==0$ || $i==0$ and statement $\text{col}=1$. Then use else with statement $\text{col}=\text{col} * (i-j+1)/j$ for calculating the coefficient.

Step 7 - Print the pascal triangle.

Step 8 - End

Source Code - Displaying a triangle - part 1

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

```
# include <conio.h>
```

```
void main()
```

```
{
```

```
int rows, cal=1, space, i, j; // = 8 q318
```

```
clrscr();
```

```
printf("THE PASCAL TRIANGLE"); // = 8 q318
```

```
printf("\n Enter the number of rows : ");
```

```
scanf("%d", &rows); // = 8 q318
```

```
for (i=0; i<rows; i++)
```

```
for (space=1; space<=rows-i; space++)
```

```
{
```

```
printf(" "); // = 8 q318
```

```
for (j=0; j<i; j++) // = 8 q318
```

```
if (j==0 || i==0) // = 8 q318
```

```
cal = 1; // = 8 q318
```

```
else // = 8 q318
```

```
cal = cal * (i-j+1)/j; // = 8 q318
```

```
printf("%4d", cal);
```

```
}
```

```
printf("\n");
```

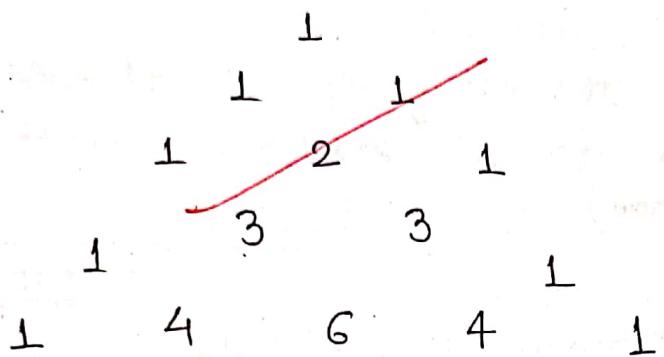
```
getch();
```

```
}
```

• Output -

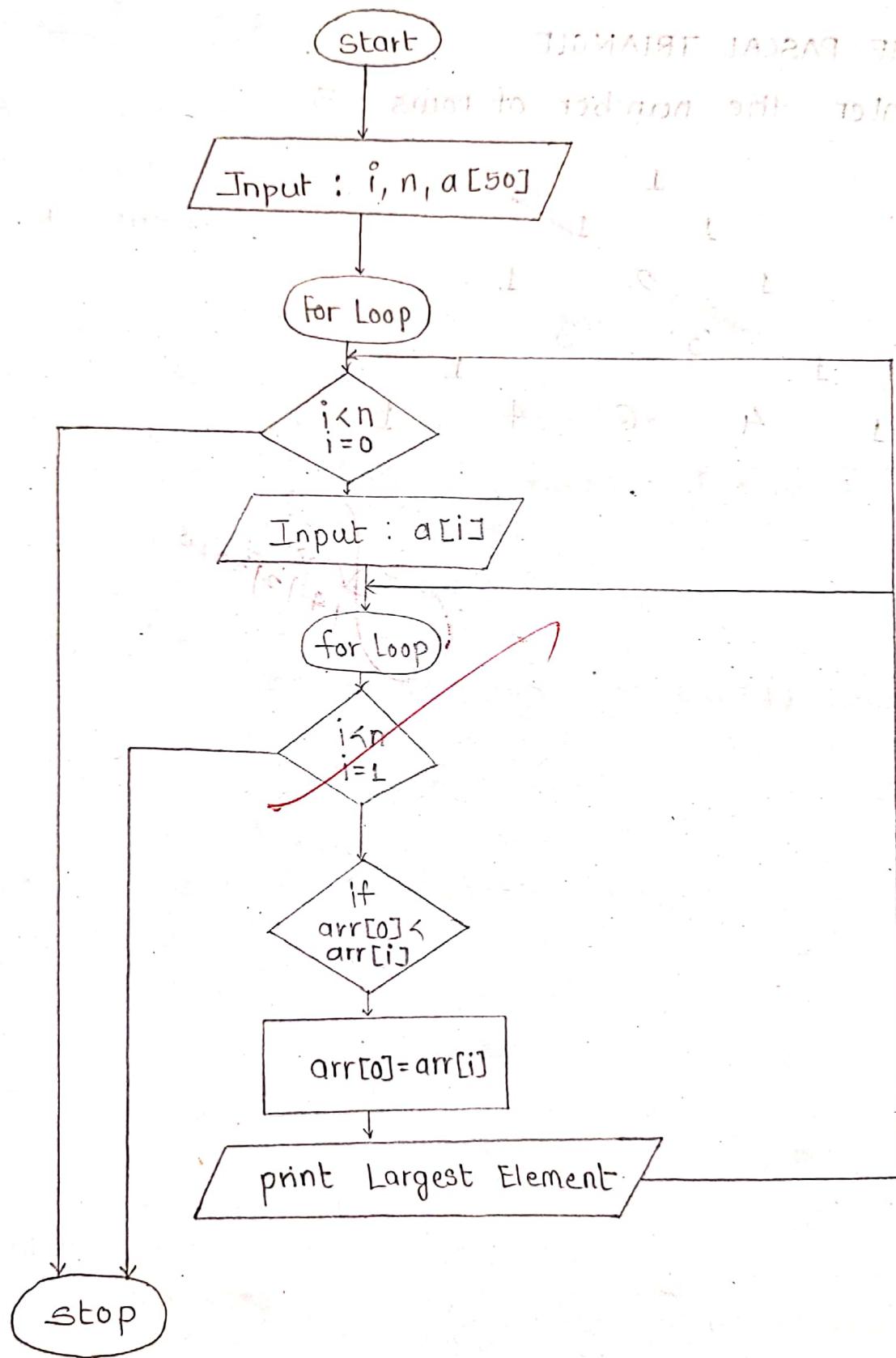
THE PASCAL TRIANGLE

Enter the number of rows : 5



*Jwi
14/2/2020*

• Flowchart -



PRACTICAL - 5

Topic :- Programs on Arrays

1) Aim - Write a program to find the largest of three numbers in an array.

• Algorithm -

Step 1 - Start program with initialising.

Step 2 - Declare the variables i, n and an array of 50 elements of capacity.

Step 3 - Enter the number of elements.

Step 4 - Use for loop for taking the elements for the array from the user.

Step 5 - Use for loop and inside this for loop use if statement to compare the elements of the array.

Step 6 - Print the largest Number.

Step 7 - End.

• Source Code

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int i, n;
    int arr[50];
    clrscr();
    printf("Enter the number of elements
           (1 to 50) : ");
    scanf("%d", &n);
    for(i=0; i<n; i++)
    {
        printf("Enter number %d: ", i+1);
        scanf("%d", &arr[i]);
    }
    if(arr[0] < arr[i])
    {
        arr[0] = arr[i];
    }
    for(i=1; i<n; i++)
    {
        if(arr[0] < arr[i])
        {
            arr[0] = arr[i];
        }
    }
    printf("largest Element = %d", arr[0]);
    getch();
}
```

Output -

Enter the number of elements (1 to 50) : 3

Enter number 1 : 42

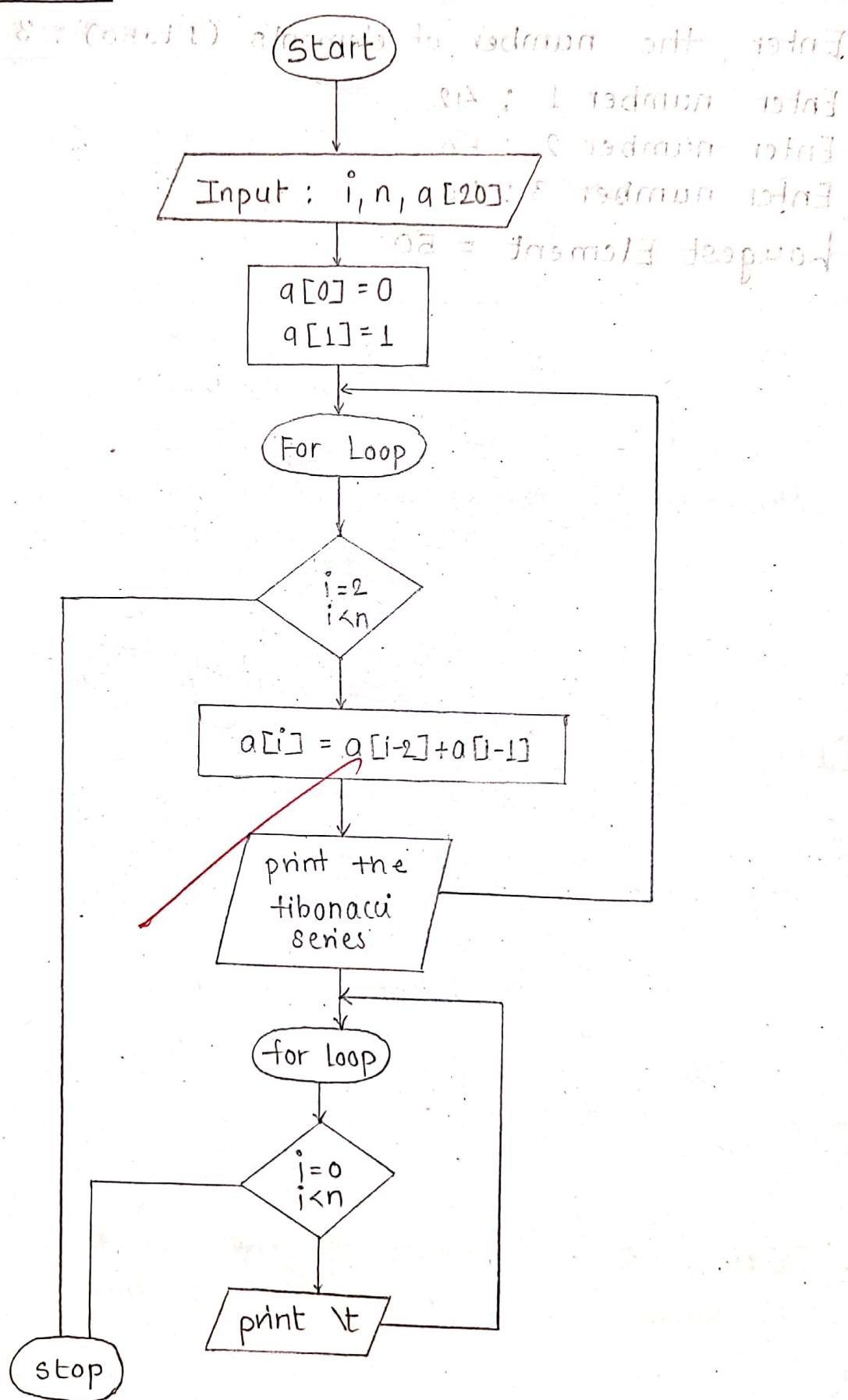
Enter number 2 : 50

Enter number 3 : 40

Largest Element = 50

Q2

• Flowchart -



2. Aim - Write a program to find out fibonacci series using array.

• Algorithm -

Step 1 - START

Step 2 - Declare an array of integer type a with specified size and variables i, n.

Step 3 - Enter the number of terms. (n)

Step 4 - Initialize the indexing value of $a[0] = 0$ and $a[1] = 1$, for printing the series.

Step 5 - Use for loop for looping of numbers.

Step 6 - Indexing value of present array is equal to previous indexing value + previous indexing value.

Step 7 - Print the fibonacci series.

Step 8 - END

Source Code - 7 - Writing a program to print

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a[20], n, i;
    clrscr();
    printf("Enter the number of terms (between 0 to 20) : ");
    scanf("%d", &n);
    a[0] = 0;
    a[1] = 1;
    for(i=2; i<n; i++)
    {
        a[i] = a[i-2] + a[i-1];
    }
    printf("The tibonacci series upto %d term is: \n", n);
    for(i=0; i<n; i++)
    {
        printf("%d \t", a[i]);
    }
    getch();
}
```

• Output -

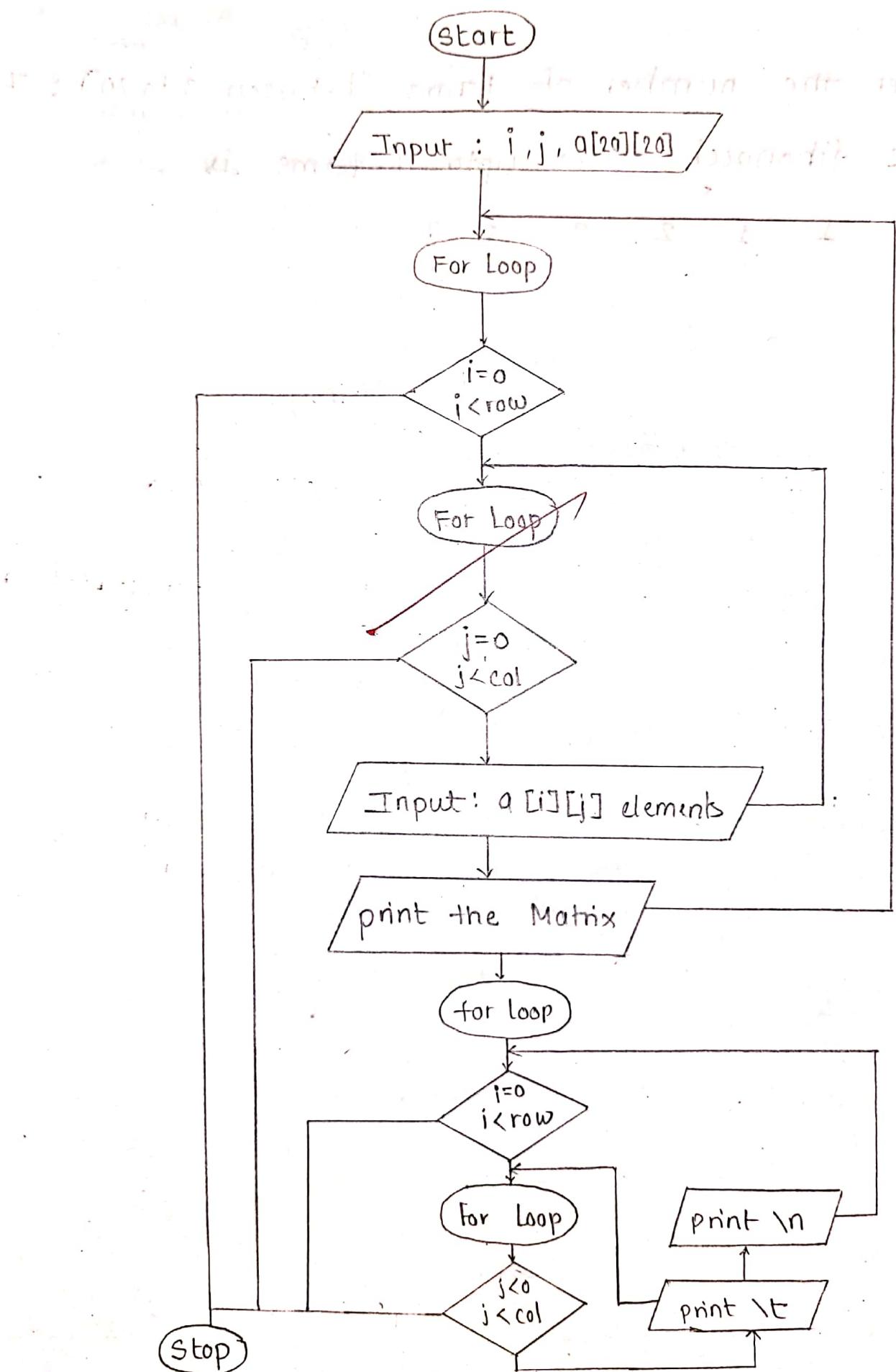
Enter the number of terms (between 0 to 20) : 7

The fibonacci series upto 7 terms is :

0 1 1 2 3 5 8

SC

• Flowchart -



3.) Aim - Write a program to take the values from the user and display the taken values in the form of Matrix.

• Algorithm -

Step 1 - Start

Step 2 - Declare two array of specified size and variables i, j .

Step 3 - Enter the number of rows and columns.

Step 4 - Use for loop for accessing and put the elements in the array.

Step 5 - Use for loop for displaying the elements of the array.

Step 6 - Print the Matrix.

Step 7 - Stop.

Ex:

• Source Code - At mapping of file - matrix.c

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a[20][20];
    int row, col, i, j;
    clrscr();
    printf("Enter the number of rows : ");
    scanf("%d", &row);
    printf("Enter the number of columns : ");
    scanf("%d", &col);
    for (i=0; i<row; i++)
    {
        for (j=0; j<col; j++)
        {
            printf("Enter the a[%d][%d] element : ", i, j);
            scanf("%d", &a[i][j]);
        }
    }
    printf("The displayed Matrix is :\n");
    for (i=0; i<row; i++)
    {
        for (j=0; j<col; j++)
        {
            printf("\t %d", a[i][j]);
        }
        printf("\n");
    }
}
```

• Output -

54

- Jitendra

Enter the number of rows : 2

Enter the number of columns : 2

Enter the $a[0][0]$ number element : 5

Enter the $a[0][1]$ number element : 1

Enter the $a[1][0]$ number element : 2

Enter the $a[1][1]$ number element : 3

The displayed Matrix is :

5	1
2	3

Jitendra
14/02/2020

3 ~~getch()~~ ~~PAINTDRAFT~~
 3 ~~getch()~~ ~~String~~ ~~an empty string~~

buntes Farbspiel ist mit - meistens -

mitteilen.

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