

# Lab Programs

## Week 1

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```
1) #include <stdio.h>
#include <math.h>
int main()
{
    int n1, n2, operator;
    int a = 1;
    while (a == 1)
    {
        printf("enter the first number\n");
        scanf("%d", &n1);
        printf("enter the second number\n");
        scanf("%d", &n2);
        printf("select the operator from the options given below\n");
        printf("1. ADDITION \n 2. SUBTRACTION \n 3. MULTIPLICATION\n\n 4. QUOTIENT \n 5. EQUAL TO \n 6. LESS THAN \n\n 7. GREATER THAN \n 8. NOT EQUAL TO \n\n 9. PERIMETER OF RECTANGLE \n 10. SQUARE \n");
        scanf("%d", &operator);
        switch (operator)
        {
            case 1:
                printf("sum of %d and %d is %d\n", n1, n2, n1+n2);
                break;
            case 2:
                printf("difference of %d and %d is %d\n", n1, n2, n1-n2);
                break;
```

case 3:

```
printf("product of %.d and %.d is %.d\n", n1, n2, n1 * n2);  
break;
```

case 4:

```
printf("quotient of %.d and %.d is %.d\n", n1, n2, n1/n2);  
break;
```

case 5:

```
if (n1 == n2)
```

```
printf("the numbers are equal\n");
```

```
else
```

```
printf("the numbers are not equal\n");
```

```
break;
```

case 6:

```
if (n1 < n2)
```

```
printf("%.d is lesser than %.d\n", n1, n2);
```

```
else
```

```
printf("%.d is lesser than %.d\n", n2, n1);
```

```
break;
```

case 7:

```
if (n1 > n2)
```

```
printf("%.d is greater than %.d\n", n1, n2);
```

```
else
```

```
printf("%.d is greater than %.d\n", n2, n1);
```

```
break;
```

case 8:

```
if (n1 != n2)
```

```
printf("the numbers are not equal\n");
```

```
else
```

```
printf("the numbers are equal\n");
```

```
break;
```

case 9:

```
printf("perimeter of the rectangle with length %.d  
and breadth %.d is %.d\n", n1, n2, (2*(n1+n2)));  
break;
```

case 10;

```
printf("%.d raised to the power %.d is %.f\n", n1, n2,  
pow(n1, n2));  
break;
```

default:

```
printf("non-valid choice\n");  
break;
```

}

```
printf("enter 2 to terminate or 1 to continue\n");
```

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

}

```
return 0;
```

}