

ASSIGNMENT-2

1. Print “your name–SOA University”.

PROGRAM

```
#include <stdio.h>
int main()
{
    printf("Name:- SOA University\n");

    return 0;
}
```

OUTPUT

Name:- SOA University

2. Print your name, mobile number and email id in different lines.

PROGRAM

```
#include <stdio.h>
int main()
{
    printf("Name:- Sourav Dutta\n");
    printf("Mobile Number:- 7008569412\n");
    printf("Email Id:- xyz@gmail.com\n");

    return 0;
}
```

OUTPUT

Name:- Sourav Dutta
Mobile Number:- 7008569412
Email Id:- xyz@gmail.com

3. Get int, float and char as input, then print the same.

PROGRAM

```
#include <stdio.h>
int main()
{
    int Integer;
    float Float;
    char Character;

    printf("Enter a character:");
    scanf("%c", &Character);

    printf("Enter an integer number:");
    scanf("%d", &Integer);

    printf("Enter a float number:");
    scanf("%f", &Float);

    printf("The Character Entered Is:%c\n", Character);
    printf("The Integer Number Entered Is:%d\n", Integer);
    printf("The Float Number Entered Is:%f\n", Float);

    return 0;
}
```

OUTPUT

```
Enter a character:a
Enter an integer number:5
Enter a float number:1.23
The Character Entered Is:a
The Integer Number Entered Is:5
The Float Number Entered Is:1.230000
```

4.Find the cube of the given number.

PROGRAM

```
#include<stdio.h>
int main()
{
    int number,cube;

    printf("Enter a number:");
    scanf("%d", &number);

    cube= number*number*number;

    printf("Cube of a number is %d", cube);

    return 0;
}
```

OUTPUT

Enter a number:5
Cube of a number is 125

5.Find the sum of five given numbers.

PROGRAM

```
#include<stdio.h>
int main()
{
    int a=5, b=10, c=15, d=20, e=25, sum=0;

    sum= a+b+c+d+e;

    printf("The sum of 5 numbers are:%d", sum);

    return 0;
}
```

OUTPUT

The sum of 5 numbers are:75

6.Find a student average mark given mark1 and mark2.

PROGRAM

```
#include<stdio.h>
int main()
{
    int mark1=75, mark2=85;
    float average;

    average= (mark1+mark2)/2;

    printf("The average mark of a student is:%f", average);

    return 0;
}
```

OUTPUT

The average mark of a student is:80.000000

7.Calculate the total fine charged by library for late-return books. The charge is 0.20 INR for 1 day.

PROGRAM

```
#include<stdio.h>
int main()
{
    int late_days;
    float chr_per_day=0.20, total_fine;

    printf("Enter the no. of days returned late:");
    scanf("%d", &late_days);

    total_fine= chr_per_day*late_days;

    printf("The total fine charged by the library is %f", total_fine);

    return 0;
}
```

OUTPUT

Enter the no. of days returned late:5
The total fine charged by the library is 1.000000

8.You had bought a nice shirt which cost Rs.29.90 exclusive of 15% discount.
Count the discounted price for the shirt.

PROGRAM

```
#include<stdio.h>
int main()
{
    float act_cost=29.90, discount=0.15, dis_cost, nett_price;

    dis_cost= act_cost*discount; // Discounted Cost Of The Shirt

    nett_price= act_cost-dis_cost; // Actual Price

    printf("The actual price of the t-shirt is %f", nett_price);

    return 0;
}
```

OUTPUT

The actual price of the t-shirt is 25.414999

9.Swap two numbers with third variable.

PROGRAM

```
#include<stdio.h>
int main()
{
    int a,b,temp;

    printf("Enter the value of a:");
    scanf("%d", &a);

    printf("Enter the value of b:");
```

```

scanf("%d", &b);

temp= a;
a= b;
b= temp;

printf("The value of a after swapping is %d\n", a);
printf("The value of b after swapping is %d\n", b);

return 0;
}

```

OUTPUT

```

Enter the value of a:5
Enter the value of b:10
The value of a after swapping is 10
The value of b after swapping is 5

```

10.Swap two numbers without third variable(By + and -(or) By * and /)

PROGRAM (By + And -)

```

#include<stdio.h>
int main()
{
    int a, b;

    printf("Enter the value of a:");
    scanf("%d", &a);

    printf("Enter the value of b:");
    scanf("%d", &b);

    a= a+b;
    b= a-b;
    a= a-b;

    printf("The value of a after swapping is %d\n", a);
    printf("The value of b after swapping is %d\n", b);

    return 0;
}

```

```
}
```

OUTPUT

Enter the value of a:5
Enter the value of b:10
The value of a after swapping is 10
The value of b after swapping is 5

ANOTHER METHOD

PROGRAM (By * And /)

```
#include<stdio.h>
int main()
{
    int a, b;

    printf("Enter the value of a:");
    scanf("%d", &a);

    printf("Enter the value of b:");
    scanf("%d", &b);

    a= a*b;
    b= a/b;
    a= a/b;

    printf("The value of a after swapping is %d\n", a);
    printf("The value of b after swapping is %d\n", b);

    return 0;
}
```

OUTPUT

Enter the value of a:5
Enter the value of b:10
The value of a after swapping is 10
The value of b after swapping is 5