

Lab 8 to 10

(POINTER)

- 88) WRITE A PROGRAM TO COPY ELEMENT OF ONE ARRAY TO ANOTHER ARRAY USING POINTERS.
- 89)WRITE A PROGRAM TO COPY ONE ARRAY INTO ANOTHER ARRAY .ORDER OF ELEMENTS OF SECOND ARRAY SHOULD BE OPPOSITE TO FIRST ARRAY.
- 90) WRITE A PROGRAM TO FIND LENGTH OF A GIVEN STRING INCLUDING AND EXCLUDING SPACES USING POINTERS.
- 91)WRITE A PROGRAM TO CALCULATE THE SQUARE AND CUBE OF AN ENTERED NUMBER USING POINTER OF A VARIABLE CONTAINING THE ENTERED NUMBER.
- 92).WRITE A C PROGRAM USING POINTERS TO FIND THE BIGGEST OF GIVEN LIST OF N INTEGERS.
- 93) WRITE A C PROGRAM USING POINTER TO COUNT THE NUMBERS OF WORDS IN A GIVEN STRING.
- 94).WRITE A PROGRAM TO COPY A STRING IN REVERSE ORDER TO ANOTHER STRING VARIABLE USING POINTERS.FOR EXAMPLE,
- ST ="SVNITJAVA" IS COPIED AS "AVAJTINVS"**
- 95)WRITE A C PROGRAM TO DECLARE A STRUCTURE WITH DATA MEMBERS EMPLOYEE NUMBER ,EMPLOYEE NAME AND BASIC PAY OF THE EMPLOYEE. DECLARE A STRUCTURE POINTER AND AN ARRAY EMPLOY WITH 50 ELEMENTS .THE PROGRAM SHOULD READ 'N' EMPLOYEE DETAILS AND PRINT THE LIST OF ALL EMPLOYEE ALONG WITH THE BASIC A PAY.
- 96) WRITE A C PROGRAM TO SORT THE GIVEN N NUMBER OF STRINGS IN ASCENDING ORDER USING POINTERS.
- 97) WRITE A C PROGRAM TO COUNT THE NUMBER OF VOWELS IN A STRING USING POINTER.
- 98)WRITE A C PROGRAM TO FIND THE PRODUCT OF 2 MATRICES USING POINTER USING DYNAMIC MEMORY ALLOCATION.

(FILE HANDLING & Structure)

- 99) WRITE A C PROGRAM TO READ THE TEXT FILE AND ALSO COUNT THE NUMBER OF VOWELS PRESENT IN THE FILE.
- 100) A FILE CALLED **"LNMIITSTUDENT.JAVA"** CONTAINS INFORMATION SUCH AS STUDENT ROLL NUMBER, NAME AND TOTAL MARKS. WRITE A C PROGRAM TO CREATE A FILE TO STORE DETAILS OF N STUDENTS.
- 101) WRITE A C PROGRAM TO ADD /APPEND INFORMATION TO THE FILE **"LNMIITSTUDENT.DAT"**.
- 102) WRITE A C PROGRAM TO COUNT NUMBER OF CHARACTERS, WORDS AND LINES IN A TEXT FILE.
- 103) WRITE A C PROGRAM TO DEFINE A MACRO TO FIND BIGGEST NUMBER OF TWO GIVEN NUMBERS.
- 104) AN ENUMERATION WITH COLOR NAMES CAN BE USED IN A SWITCH STATEMENT TO DISPLAY THE HEXADECIMAL COLOR CODE.
- 105) WRITE A PROGRAM IN C TO PRINT ALL PERMUTATIONS OF A GIVEN STRING USING POINTERS. THE PERMUTATIONS
- OF THE STRING ARE: ABCD ABDC ACBD ACDB ADCB ADBC BACD BADC BCAD BCDA BDCA BDAC CBAD CBDA
- CABD CADB CDAB CDBA DBCA DBAC DCBA DCAB DACB DABC
- 106). CREATE A STRUCTURE NAMED ITEM THAT HAS MEMBERS NAMELY, ITEM_NAME, QUANTITY, PRICE AND
- AMOUNT. IMPLEMENT A USER-DEFINED FUNCTION THAT TAKES READ ITEM_NAME, QUANTITY AND PRICE AS
- INPUT AND CALCULATE AMOUNT= QUANTITY * PRICE AND PRINT THE SAME AS OUTPUT.
- 107). IMPLEMENT A FUNCTION NAMED AS FLIP; WHICH WILL TAKE A NUMBER AS INPUT AND FLIP ITS LAST N DIGITS

FOR EXAMPLE FLIP(123, 2)= 132 ; (HERE N=2) FLIP(12345,3)= 12543 (HERE N=3).

108). WITHOUT USING INBUILT STRING FUNCTIONS, PERFORM THE FOLLOWING IN C LANGUAGE:

A. COPY ONE STRING INTO ANOTHER

B. COMPARE TWO STRINGS

C. CONCAT TWO STRINGS

D. REVERSE A GIVEN STRING

109). MODIFY VALUE STORED IN OTHER VARIABLE USING A POINTER IN C

A. INITIALIZE THE POINTER WITH THE OTHER (A NORMAL VARIABLE WHOSE VALUE WE HAVE TO MODIFY)