

Q1. Write a program to print unit digit of a given number.

Solution:

```
#include<stdio.h>

int main()
{
    int num;
    printf("Enter any number: ");
    scanf("%d", &num);
    printf("Unit digit of %d is %d", num, num%10);
    return 0;
}
```

Q2. Write a program to print a given number without its last digit.

Solution:

```
#include<stdio.h>

int main()
{
    int x;
    printf("Enter any number: ");
    scanf("%d",&x);
    printf("%d without last digit is %d",x, x/10);
    return 0;
}
```

Q3. Write a program to swap values of two int variables

Solution:

```
#include<stdio.h>

int main()
{
    int a=5,b=10,c;
    printf("Value of a is %d and b is %d\n",a,b);
    c=a;
    a=b;
    b=c;
    printf("Swapped value of a is %d and b is %d",a,b);
    return 0;
}
```

Q4. Write a program to swap values of two int variables without using a third variable.

Solution:

```
#include<stdio.h>

int main()
{
    int a=5,b=10;
    printf("Value of a is %d and b is %d\n",a,b);
    a=a+b;
    b=a-b;
    a=a-b;
    printf("Swapped value of a is %d and b is %d",a,b);
    return 0;
}
```

Q5. Write a program to input a three-digit number and display the sum of the digits.

Solution:

```
#include<stdio.h>

int main()
{
    int num, rem, sum=0;
    printf("Enter a number: ");
    scanf("%d",&num);
    while (num>0)
    {
        rem = num%10;
        num = num/10;
        sum = sum+rem;
    }
    printf("Sum of digits is %d",sum);
    return 0;
}
```

Q6. Write a program which takes a character as an input and displays its ASCII code

Solution:

```
#include<stdio.h>

int main()
{
    char a;
    printf("Enter a character: ");
    scanf("%c",&a);
    printf("ASCII code of character '%c' is %d",a,a);
    return 0;
}
```

Q7. Write a program to find the position of first 1 in LSB.

Solution:

```
#include<stdio.h>

int main()
{
    int x, res = 0, count=0;
    printf("Enter a number: ");
    scanf("%d",&x);
    while (x != 0)
    {
        res = x&1;
        count++;
        if (res == 1) {
            printf("Position of first 1 in lsb is %d",count);
            break;
        }
        x = x>>1;
    }
    return 0;
}
```

Q8. Write a program to check whether the given number is even or odd using a bitwise operator.

Solution:

```
#include<stdio.h>

int main()
{
    int a;
    printf("Enter a number: ");
    scanf("%d",&a);
    a&1 ? printf("%d is an Odd number",a) : printf("%d is an Even number",a);
    return 0;
}
```

Q9. Write a program to print size of an int, a float, a char and a double type variable.

Solution:

```
#include<stdio.h>

int main()
{
    int a;
    float b;
    char c;
    double d;
    printf("Size of int type variable is %d\n",sizeof(a));
    printf("Size of float type variable is %d\n",sizeof(b));
    printf("Size of char type variable is %d\n",sizeof(c));
    printf("Size of double type variable is %d\n",sizeof(d));
    return 0;
}
```

Q10. Write a program to make the last digit of a number stored in a variable as zero.

(Example - if x=2345 then make it x=2340)

Solution:

```
#include<stdio.h>

int main()
{
    int x = 3566;
    x/= 10;
    x*=10;
    printf("Updated value of x is %d",x);
    return 0;
}
```

Q11. Write a program to input a number from the user and also input a digit. Append a digit in the number and print the resulting number.

Example – “11:25” converted to “11 Hour and 25 Minute”.

Solution:

```
#include<stdio.h>

int main()
{
    int a,b;
    printf("Enter any number: ");
    scanf("%d",&a);
    printf("Enter a single digit number: ");
    scanf("%d",&b);
    a*=10;
    printf("Appended result of 2 numbers is %d", a+b);
    return 0;
}

scanf("%d:%d", &h,&m);
printf("%d Hour and %d Minute", h,m);
return 0;
}
```

Q12. Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and convert it into USD.

Solution:

```
#include<stdio.h>

int main()
{
    int rupee;
    float usd = 76.23;
    printf("Enter amount in rupee: ");
    scanf("%d",&rupee);
    printf("The USD value of %d rupee is %.2f", rupee, rupee/usd);
    return 0;
}
```

Q13. Write a program to take a three-digit number from the user and rotate its digits by one position towards the right.

Solution:

```
#include<stdio.h>

int main()
{
    int a,x,y;
    printf("Enter a three digit number: ");
    scanf("%d",&a);
    x=a%10;
    y=a/10;
    x*=100;
    printf("Rotated position of %d is %d",a,x+y);
    return 0;
}
```