

Lab 1 program

Page No.

style

day

20

#include <stdio.h>

```
int compute_operation (int num1, int num2) {  
    char operator;
```

```
    int x;
```

```
    while (1) {
```

```
        printf("Type of operation you want  
to use from: (+, -, *, /, >, <, = (equal to), != (not equal), m (modulus),  
p (increment)): \n");
```

```
        scanf("%c", &operator);
```

```
        printf("Enter two numbers to perform the  
operation \n");
```

```
        scanf("%d %d", &num1, &num2);
```

```
        switch (operator) {
```

```
            case '+':
```

```
                printf("%d + %d = %d \n", num1,  
                    num2, num1 + num2);
```

```
                break;
```

```
            case '-':
```

```
                printf("%d - %d = %d \n", num1, num2,  
                    num1 - num2);
```

```
                break;
```

```
            case '*':
```

```
                printf("%d * %d = %d", num1, num2, num1  
                    * num2);
```

```
                break;
```

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case '/':

printf("%d / %d = %d", num1, num2, num1/num2);

break;

case '>':

if (num1 > num2) {

printf("%d > %d\n", num1, num2);

}

else {

printf("%d > %d\n", num2, num1);

break;

case '<':

if (num1 < num2) {

printf("%d < %d", num1, num2);

}

else {

printf("%d < %d", num2, num1);

}

break;

case '=':

if (num1 == num2) {

printf("%d == %d\n", num1, num2);

}

else {

printf("%d != %d", num1, num2);

break;

case '1':

```
if (num1 > num2) {
    printf("%d != %d", num1, num2);
}
```

else {

```
printf("%d = %d", num1, num2);
}
```

case 'm':

```
printf("%d mod %d = %d", num1, num2, num1 % num2);
break;
```

case 'i':

```
printf("%d ++ = %d\n", num1, num1 + 1);
break;
```

}

```
printf("Press 1 to perform calculation again\n or\n press any Key to Exit\n");
```

```
scanf("%d", &x);
```

```
if (x != 1) {
```

```
break;
```

```
}
```

```
}
```

```
}
```

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```
int main() {
```

```
    int p, q;
```

```
    compute_operation(p, q);
```

```
    return 0;
```

```
}
```


19/09/20

Page No.

day

style

20

(Q2,

#include <stdio.h>

float sumaver(inta, intb);

void printeven(inta, intb);

int main() {

int a, b, c;

float result;

printf("Enter 3 number \n");

scanf("%d %d %d", &a, &b, &c);

if (a > b && b > c) {

result = sumaver(a, b);

printf("The average of 2 number is %f", result);

printeven(a, b);

}

else if (a > b && c > b) {

result = sumaver(a, c);

printf("The average of two number is %f", result);

printeven(a, c);

}

else if (b > a && c > a) {

result = sumaver(b, c);

printf("The average of 2 number is %f", result);

printf(b, c);

}

}

Fantastic

```

float sumaver(int a, int b) {
    int sum, avg;
    sum = a + b;
    printf("%d + %d = %d", a, b, sum);
    avg = sum / 2.0;
    return avg;
}

```

```

void printEven(int a, int b) {
    int i;
    if (a < b) {
        printf("The number between %d and %d = \n", a, b);
        for (i = b; i < a; i++) {
            if (i % 2 == 0) {
                printf("%d \t", i);
            }
        }
    }
    else {
        printf("Even number between %d and %d are = \n", a, b);
        for (i = a; i < b; i++) {
            if (i % 2 == 0) {
                printf("%d", i);
            }
        }
    }
}

```