

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2
3 int main()
4 {
5     char c1 = 'A', c2 = 'D';
6     printf("c1 = %d\n", c1);
7     printf("c1 + c2 = %d\n", (c1 + c2));
8     printf("c1 + c2 + 5 = %d\n", (c1 + c2 + 5));
9     printf("Result = %d\n", (c1 + c2 + '5'));
10    return 0;
11 }
```

num1 * num2 25.000000

num1 / num2 6.250000

Note that the **remainder operator (%)** is not applicable for **floating point numbers**.

In the program given below, type the missing code to find the **result** of applying different **arithmetic operators** on **floating point numbers**.

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2 int main()
3 {
4     float num1= 12.5, num2= 2.0;
5     printf("Result of addition = %f\n", (num1 + num2));
6     printf("Result of subtraction = %f\n", (num1 - num2));
7     printf("Result of multiplication = %f\n", (num1 * num2));
8     printf("Result of division = %f\n ", (num1 / num2));
9     return 0;
10 }
```

```
    printf("Remainder = %d", (num1 % num2));
return 0;
}
```

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int num1 = 10, num2 = 3;
5     printf("Addition Result = %d\n", (num1 + num2));
6     printf("Subtraction Result = %d\n", (num1 - num2));
7     printf("Multiplication Result = %d\n", (num1 * num2));
8     printf("Division Result = %d\n", (num1 / num2));
9     printf("Remainder = %d", (num1 % num2));
10    return 0;
11 }
```

```
    printf("I love C Language!");
    return 0;
}
```

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     printf("I love C Language ! ");
5     return 0;
6 }
```

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2
3 int main()
4 {
5     printf("Dennis Ritchie\nBrian Kernighan");
6     return 0;
7 }
```

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     printf("One Two");
5     printf("Three\n");
6     printf("Four\nFive\n");
7     return 0;
8 }
```

```
#include <stdio.h>

int main()
{
    int age = 2;
    int firstNumber = 2;
    int second_number = 3;
    int _i_am_also_a_valid_identifier = 4;
    printf("age = %d\n", age ); // Fill in the missing code
    printf("firstNumber = %d\n", firstNumber ); // Fill in the missing code
    printf("second_number = %d\n", second_number ); // Fill in the missing code
    printf("_i_am_also_a_valid_identifier = %d\n" , _i_am_also_a_valid_identifier); // Fill in the missing code
    return 0;
}
```

Identify and correct the error in the code given below.

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2 int main()
3 {
4     printf("Hello, I am learning C Language!");
5     return 0;
6 }
```

```
1 #include <stdio.h>
2
3 int main()
4 {
5     printf("Hello, float data type allocates 4 bytes in memory");
6     return 0;
7 }
```

```
int main()
{
    printf("Impossible is nothing!");
    return 0;
}
```

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     printf("Impossible is nothing!");
5     return 0;
6 }
```

```
1 #include<stdio.h>
2 int main()
3 {
4     int binaryThree = 0b11;
5     printf("binaryThree value = %d\n",binaryThree);
6     int octalEight = 010;
7     printf("octalEight value = %d\n",octalEight);
8     int hexTen = 0xA;
9     printf("hexTen value = %d\n",hexTen);
10    int asciiValueOfOne = '1';
11    printf("asciiValueOfOne value = %d\n",asciiValueOfOne);
12    int asciiValueOfA = 'A';
13    printf("asciiValueOfA value = %d\n",asciiValueOfA);
14    return 0;
15 }
```

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int num1 = 15, num2 = 25, sum;
6     printf("Given integers are num1 = %d, num2 = %d\n", num1, num2);
7     sum = num1+num2;
8     printf("Sum of 2 given numbers = %d\n", sum);
9     return 0;
10 }
```

I