KARTHIK KRISHNAN
S2 CSE B
ROLL: 45

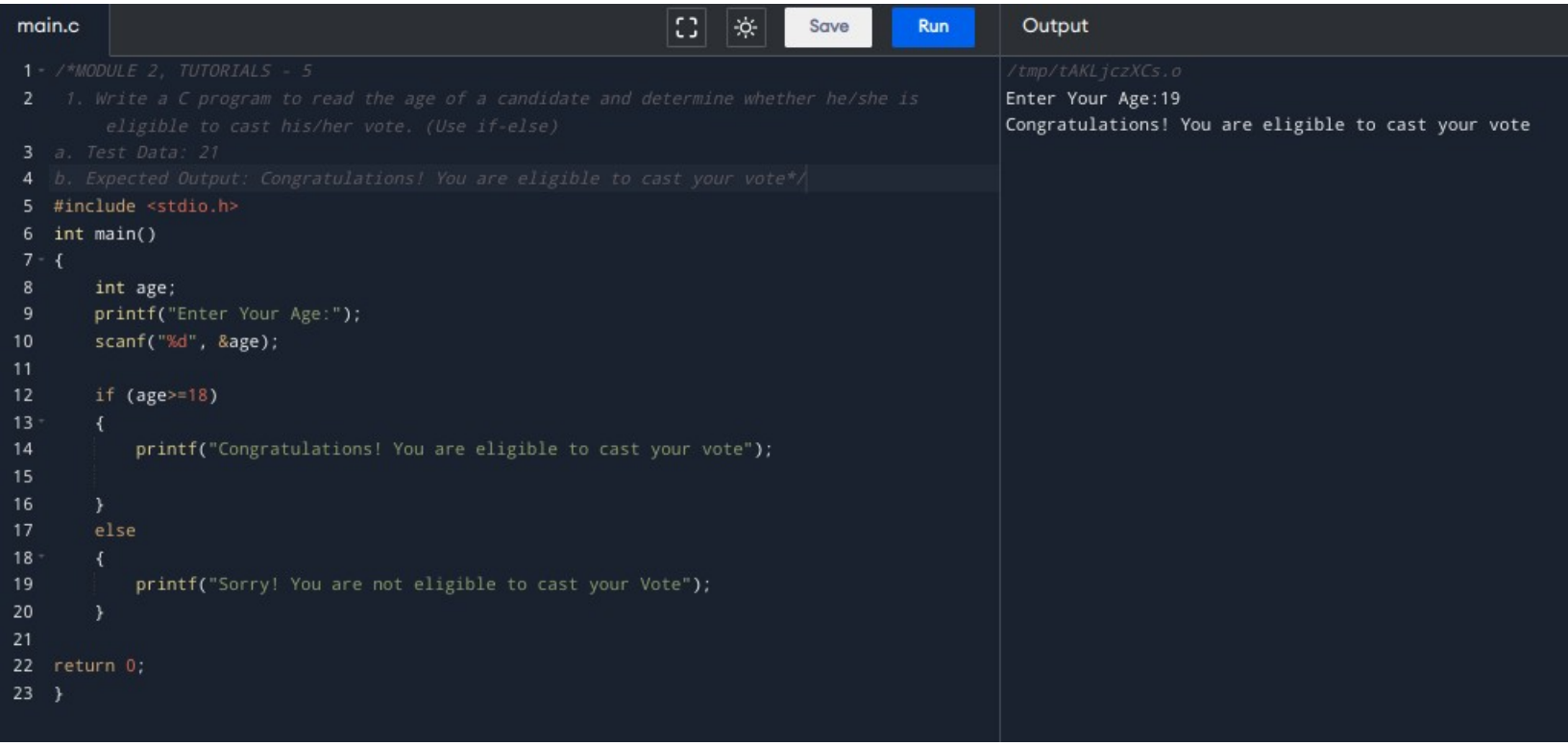
TUTORIALS – 5

(MODULE – 2)

1. Write a C program to read the age of a candidate and determine whether he/she is eligible to cast his/her vote. (Use if-else)

a. Test Data: 21

b. Expected Output: Congratulations! You are eligible to cast your vote



2. If the ages of Ram, Shyam, and Ajay are input through the keyboard, write a program to determine the youngest of the three. (Use if-else if...else)

main.c

Save Run

```c
/*MODULE 2, TUTORIALS 5
2. If the ages of Ram, Shyam, and Ajay are input through the keyboard, write a
program to determine the youngest of the three. (Use if-else if...else)*/

#include <stdio.h>
int main()
{
    int Ram_Age, Shyam_Age, Ajay_Age;
    printf("Enter Ages of Ram, Shyam, and Ajay:\n");
    scanf("%d %d %d", &Ram_Age, &Shyam_Age, &Ajay_Age);

    if (Ram_Age <= Shyam_Age && Ram_Age <= Ajay_Age)
    {
        printf("Ram is the youngest\n");
    }
    else if (Shyam_Age <= Ram_Age && Shyam_Age <= Ajay_Age)
    {
        printf("Shyam is the youngest\n");
    }
    else
    {
        printf("Ajay is the youngest\n");
    }

    return 0;
}

```

Output

```
/tmp/pm5OgJtphe.o
Enter Ages of Ram, Shyam, and Ajay:
12
07
35
Shyam is the youngest
```

3. Program checks whether a number given by the user is zero, positive, or negative

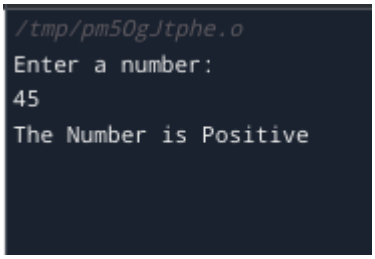
main.c

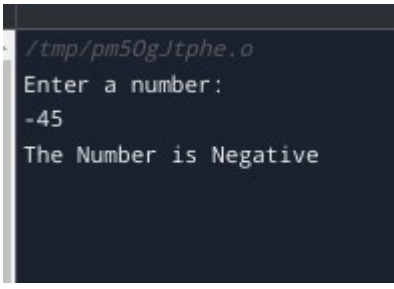
Save Run

```c
/*MODULE 2, TUTORIALS 5
3. Program checks whether a number given by the user is zero, positive, or negative*/
#include <stdio.h>
int main()
{
    int num;
    printf("Enter a number:\n");
    scanf("%d", &num);

    if (num>0)
    {
        printf("The Number is Positive\n");
    }
    else if (num<0)
    {
        printf("The Number is Negative\n");
    }
    else
    {
        printf("The Number is Zero\n");
    }

    return 0;
}
```

Output

```
/tmp/pm5OgJtphe.o
Enter a number:
0
The Number is Zero
```





4. Write a C program to read roll no, name, and marks of three subjects and calculate
the total, percentage.
a. If the percentage of the marks >=75 then print First Class with Distinction
b. If the percentage of the marks >=60 and <75 print First Class
c. If the percentage of the marks <60 print Second Class

main.c

Save Run

```c
#include <stdio.h>
int main() {
    int Roll_Num;
    char Name[50];
    float Marks1, Marks2, Marks3, Total_Marks, Percentage;

    printf("Enter Roll Num, Name, Marks of Three Subjects:\n");
    scanf("%d %s %f %f %f", &Roll_Num, &Name, &Marks1, &Marks2, &Marks3);

    Total_Marks = Marks1 + Marks2 + Marks3;
    Percentage = (Total_Marks / 300) * 100;

    printf("Total Marks: %f\n", Total_Marks);
    printf("Percentage: %f\n", Percentage);

    if (Percentage >= 75)
    {
        printf("First Class with Distinction\n");
    }
    else if (Percentage >= 60 && Percentage < 75)
    {
        printf("First Class\n");
    }
    else
    {
        printf("Second Class\n");
    }

    return 0;
}
```

Output

```
/tmp/E034NBwRDz.o
Enter Roll Num, Name, Marks of Three Subjects:
45
Karthik-Krishnan
95
89
92
Total Marks: 276.000000
Percentage: 92.000000
First Class with Distinction
```

5. Write a C Program to check whether a given number is less than 100. if so check whether it is odd or even.Otherwise display the result as “it is a positive number greater than 100”. (Use Nested if)

main.c

Save Run

```c
//MODULE 2, TUTORIALS 5
//5. Write a C Program to check whether a given number is less than 100. if so check whether it is odd or even.Otherwise display the result as "it is a positive number greater than 100". (Use Nested if)

#include <stdio.h>
int main ()
{
    int number;
    printf("Enter a number");
    scanf("%d", &number);

    if (number<100)
    if (number % 2 == 0)
    {
        printf("The number %d is less than 100 and even", number);
    }
    else
    {
        printf("The number %d is less than 100 and odd", number);
    }
    else
    {
        printf("The number %d is positive and greater than or equal to 100", number);
    }

    return 0;
```

Output

```
/tmp/E034NBwRDz.o
Enter a number142
The number 142 is positive and greater than or equal to 100
```