

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
192110486

## 1.C program to convert decimal to hexadecimal .

### C PROGRAM:

```
#include<stdio.h>

int main()
{
    int dec,rem,quo;
    int i=1,j,temp;
    char hexadecnum[100];
    printf("Enter any decimal number: ");
    scanf("%ld",&dec);
    quo=dec;
    while(quo!=0) {
        temp=quo%16;
        if( temp<10)
            temp=temp+48;
        else
            temp=temp+55;
        hexadecnum[i++]=temp;
        quo=quo/16;
    }
    printf("hexadecimal value of decimal number %d= ",dec);
    for (j=i-1;j>0;j--)
        printf("%c",hexadecnum[j]);
}
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

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## 2.C program to convert hexadecimal to decimal.

### C PROGRAM:

```
#include <stdio.h>

int main()
{
    int n;

    printf("enter hexadecimal number: ");
    scanf("%x",&n);
    printf("decimal number is: %d",n);
    return 0;
}
```

## 3.C program to convert decimal to octal.

### C PROGRAM:

```
#include <stdio.h>

int main()
{
    int num;

    printf("Enter the decimal number: ");
    scanf("%d", &num);
    printf("Octal Number: %o", num);
}
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

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## 4.C program to convert octal to decimal.

### C PROGRAM:

```
#include <stdio.h>

#include <math.h>

int main()
{

    int octal,decimal=0;

    int i=0;

    printf("Enter an octal number: ");

    scanf("%ld",&octal);

    while(octal!=0)
    {

        decimal=decimal+(octal%10)*pow(8,i++);

        octal=octal/10;

    }

    printf("Decimal value: %ld",decimal);

    return 0;

}
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
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## 5.C Program to read a number and find its square.

### C PROGRAM:

```
#include<stdio.h>

int main()
{
    int sq,n;
    printf("enter a number ");
    scanf("%d",&n);
    printf("The given number is %d",n);
    sq=n*n;
    printf("\nsquare of given number=%d",sq);
}
```

## 6.C Program to find the biggest of three numbers.

### C PROGRAM:

```
#include<stdio.h>

int main()
{
    float a,b,c;
    printf("enter a,b and c values ");
    scanf("%f%f%f",&a,&b,&c);
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
192110486

```
if(a>b && a>c)
{
    printf("a is greatest");
}
else if(b>c && b>a)
{
    printf("b is greatest");
}
else if(c>a && c>b)
{
    printf("c is greatest");
}
else
{
    printf("same value");
}
}
```

**7.C Program to find leap year.**

**C PROGRAM:**

```
#include<stdio.h>
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
192110486

```
main()
{
    int n;
    printf("enter a year ");
    scanf("%d",&n);
    if(n>0)
    {
        if(n%4==0)
        {
            printf("leap year");
        }
        else
        {
            printf("not a leap year");
        }
    }
    else
    {
        printf("enter valid year");
    }
}
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
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## 8.C Program to prepare mark list using elif statement.

### C PROGRAM:

```
#include<stdio.h>

int main()
{
    int m1,m2,m3,tot;
    float avg;
    printf("enter the three subject marks: ");
    scanf("%d%d%d",&m1,&m2,&m3);
    tot=m1+m2+m3;
    printf("total marks:%d\n",tot);
    avg=tot/3;
    printf("average:%f",avg);
    if (m1>=0 && m1<=100 && m2>=0 && m2<=100 && m3>=0 &&
m3<=100)
    {
        if (avg>=90)
        {
            printf("\ngrade A");
        }
        else if(avg<90 && avg>=80)
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
192110486

```
{  
    printf("\nGrade B");  
}  
else if(avg<80 && avg>=70)  
{  
    printf("\nGrade C");  
}  
else if(avg<70 && avg>=60)  
{  
    printf("\nGrade D");  
}  
else if(avg<60 && avg>=50)  
{  
    printf("\nGrade E");  
}  
else  
{  
    printf("\nFail");  
}  
}  
else
```



# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
192110486

```
{  
    printf("\nenter the correct marks");  
}  
}
```

**9.C Program to perform arithmetic operation on two numbers.**

**C PROGRAM:**

```
#include<stdio.h>  
  
int main()  
{  
    float a,b;  
    printf("enter a and b values");  
    scanf("%f%f",&a,&b);  
    printf("addition=%.2f",a+b);  
    printf("\nsubbtraction=%.2f",a-b);  
    printf("\nmultilpication=%.2f",a*b);  
    printf("\ndivision=%.2f",a/b);  
}
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

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## 10.C Program to print n natural number.

### C PROGRAM:

```
#include<stdio.h>

int main()
{
    int n,i;
    printf("enter number");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        printf("%d\n",i);
    }
    return 0;
}
```

## 11.C Program to find area of different shapes.

### C PROGRAM:

```
#include<stdio.h>

#include<math.h>

int main()
{
    int exp;
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
192110486

```
float r,a1,a2,a3,a4;

float l,b,h,s;

printf("1.Area of circle \n2.Area of triangle \n3.Area of
square\n4.Area of rectangle");

printf("\nenter a choice ");

scanf("%d",&exp);

switch(exp)
{
    case 1:
        printf("enter radius of circle");
        scanf("%f",&r);
        a1=3.14*r*r;
        printf("Area of circle=%.2f",a1);
        break;

    case 2:
        printf("enter breadth and heigth triangle ");
        scanf("%f %f",&b,&h);
        a2=0.5*b*h;
        printf("Area of triangle=%.2f",a2);
        break;

    case 3:
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

T.INDU PRIYA  
192110486

```
printf("enter side of square");  
scanf("%f/n%f",&s);  
a3=s*s;  
printf("Area of square=%.2f",a3);  
break;
```

case 4:

```
printf("enter length and breadth of rectangle ");  
scanf("%f %f",&l,&b);  
a4=l*b;  
printf("Area of rectangle=%.2f",a4);  
break;
```

default:

```
printf("enter valid choice");
```

```
}
```

```
}
```

# CSA5734-FUNDAMENTALS OF COMPUTING WITH OPERATING SYSTEMS

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## 12.C Program to check number is palindrome.

### C PROGRAM:

```
#include<stdio.h>

int main()
{
    int n,r,sum=0,temp;
    printf("Enter the Number=");
    scanf("%d",&n);
    temp=n;
    while(n>0)
    {
        r=n%10;
        sum=(sum*10)+r;
        n=n/10;
    }
    if(temp==sum)
        printf("Number is Palindrome");
    else
        printf("Number is not Palindrome");
}
```