Exercise 01

01)

#include <stdio.h>

int main(void) {

int mark1,mark2,mark3;

float avg;

printf("Enter your mark of module 1 :- ");

scanf("%d",&mark1);

printf("Enter your mark of module 2 :- ");

scanf("%d",&mark2);

printf("Enter your mark of module 3 :- ");

scanf("%d",&mark3);

avg=(float)(mark1+mark2+mark3)/3;

printf("Your average mark is :- %.2f",avg);

return 0;

}

02)

#include <stdio.h>

int main(void) {

int mark1,mark2,mark3;

float avg;

printf("Enter your mark of module 1 :- ");

scanf("%d",&mark1);

printf("Enter your mark of module 2 :- ");

scanf("%d",&mark2);

printf("Enter your mark of module 3 :- ");

scanf("%d",&mark3);

avg=(float)(mark1+mark2+mark3)/3;

printf("Your average mark is :- %.2f\n",avg);

if(avg>=60){

printf("You're selected to software engineering degree program");

}

else{

printf("Not selected");

}

return 0;

}

03)

#include <stdio.h>

int main(void) {

int mark1,mark2,mark3,i;

float avg;

for(i=1;i<=3;i++){

printf("Student 0%d -->",i);

printf("\nEnter your mark of module 1 :- ");

scanf("%d",&mark1);

printf("Enter your mark of module 2 :- ");

scanf("%d",&mark2);

printf("Enter your mark of module 3 :- ");

scanf("%d",&mark3);

avg=(float)(mark1+mark2+mark3)/3;

printf("Your average mark is :- %.2f\n",avg);

if(avg>=60){

printf("You're selected to software engineering degree program");

printf("\n");

}

else{

printf("Not selected");

printf("\n");

}

}

return 0;

}

Exercise 02

#include <stdio.h>

int square(int x);

int cube(int x);

int main() {

int x,Square,Cube;

printf("x\t\t\tsquare\t\tcube\n");

for(x=1;x<=10;x++){

Square=square(x);

Cube=cube(x);

printf("%d\t\t\t%d\t\t\t%d\n",x,Square,Cube);

}

return 0;

}

int square(int x)

{

return x\*x;

}

int cube(int x)

{

return x\*x\*x;

}

Exercise 03

01)

#include <stdio.h>

int area(int length,int width);

int main() {

int Area,length,width;//variable

int parametr;

printf("Enter width of rectangle :-");//get input

scanf("%d",&width);

printf("\nEnter length of rectangle :-");

scanf("%d",&length);

Area=area(length,width);//calculating area

parametr=(2\*length+2\*width);//calculating parameter

printf("parameter of rectangle :- %d\n",parametr);//result

printf("Area of rectangle :- %d\n",Area);

return 0;

}

int area(int length,int width)//user define function

{

return length\*width;

}

02)

#include <stdio.h>

int House\_area(int house\_length,int house\_width);

int green\_area(int green\_width,int green\_length);

int main() {

int House\_Area,green\_length,green\_width;//variable

int parametr;

int house\_length,house\_width,Green\_Area;

int Tot\_yard;

printf("Enter width of yard :-");//get input

scanf("%d",&green\_width);

printf("\nEnter length of yard :-");

scanf("%d",&green\_length);

printf("\nEnter width of house :-");//get input

scanf("%d",&house\_width);

printf("\nEnter length of house :-");

scanf("%d",&house\_length);

Green\_Area=green\_area(green\_length,green\_width);//calculating area

House\_Area=House\_area(house\_length,house\_width);

Tot\_yard=Green\_Area-House\_Area;

printf("\nArea of yard :- %d\n",Green\_Area);//output

printf("Area of house :- %d\n",House\_Area);printf("Area of lawn area :- %d\n",Tot\_yard);

return 0;

}

int green\_area(int green\_length,int green\_width)//green area function

{

return green\_length\*green\_width;

}

int House\_area(int house\_length,int house\_width)//house area function

{

return house\_length\*house\_width;

}

Exercise 04

#include <stdio.h>

float findCA\_1(int marks1);

float findCA\_2(int marks2);

struct student{

int marks1;

int marks2;

float ca1;

float ca2;

};

int main() {

int i;

struct student stuarr[5];

for(i=1;i<=5;i++)

{

printf("Student 0%d marks1 :-",i);

scanf("%d",&stuarr[i].marks1);

printf("Student 0%d marks2 :-",i);

scanf("%d",&stuarr[i].marks2);

stuarr[i].ca1=findCA\_1(stuarr[i].marks1);

stuarr[i].ca2=findCA\_2(stuarr[i].marks2);

}

printf("student\tMarks1\t\tMarks2\t\tCA\_1\t\tCA\_2\n");

for(i=1;i<=5;i++)

{

printf("%d\t%d\t\t%d\t\t%.2f\t\t%.2f\t\t",i,stuarr[i].marks1,stuarr[i].marks2,stuarr[i].ca1,stuarr[i].ca2);

}

return 0;

}

float findCA\_1(int marks1)

{

  int i;

  struct student stuarr[5];

float CA1;

CA1=stuarr[i].marks1\*(20/100);

return CA1;

}

float findCA\_2(int marks2)

{

  int i;

  struct student stuarr[5];

float CA2;

CA2=stuarr[i].marks2\*(30/100);

return CA2;

}