

1: Constant Variable Declaration

Objective: Learn to declare and initialize constant variables.

Write a program that declares a constant integer variable for the value of Pi (3.14) and prints it. Ensure that any attempt to modify this variable results in a compile-time error.

```
#include <stdio.h>

float const pi=3.14;

int main()
{
    printf("pi=%f\n",pi);

    //pi=4.5;

    printf("pi=%f\n",pi);

    return 0;
}
```

2: Using const with Pointers

Objective: Understand how to use const with pointers to prevent modification of pointed values.

Create a program that uses a pointer to a constant integer. Attempt to modify the value through the pointer and observe the compiler's response.

```
#include <stdio.h>

int const a=10;

int main()
{
    printf("a=%d\n",a);

    int *p;

    p=&a;

    /*p=20;

    printf("a=%d\n",a);

    return 0;
}
```

3: Constant Pointer

Objective: Learn about constant pointers and their usage.

Write a program that declares a constant pointer to an integer and demonstrates that you cannot change the address stored in the pointer.

```
#include <stdio.h>

int main() {
    int a = 10;
    int b = 20;
    int *const ptr = &a;
    printf("Initial value: %d\n", *ptr);
    *ptr = 15;
    printf("Modified value: %d\n", *ptr);
    //ptr=&b;
    return 0;
}
```

4: Constant Pointer to Constant Value

Objective: Combine both constant pointers and constant values.

Create a program that declares a constant pointer to a constant integer. Demonstrate that neither the pointer nor the value it points to can be changed.

```
#include <stdio.h>

const int a = 10;

int main()
{
    const int *const ptr = &a;
    printf("Value of a: %d\n", *ptr);
    //*ptr = 20;
```

```
//int b = 20;

//ptr = &b;

return 0;

}
```

5: Using const in Function Parameters

Objective: Understand how to use const with function parameters.

Write a function that takes a constant integer as an argument and prints its value.

Attempting to modify this parameter inside the function should result in an error.

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

```
const int num = 10;
```

```
void func(const int a)
```

```
{
    printf("Value: %d\n", a);
    //a = 20;
}
```

```
int main()
```

```
{
    func(num);
    printf("new val: %d\n", num);
    return 0;
}
```

6: Array of Constants

Objective: Learn how to declare and use arrays with const.

Create an array of constants representing days of the week. Print each day using a loop, ensuring that no modifications can be made to the array elements.

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

```
int main() {  
    const char * const days[] = {  
        "Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"};  
  
    //days[0]="joel";  
  
    for (int i = 0; i < 7; i++) {  
        printf("%s\n", days[i]);  
    }  
    return 0;  
}
```

7: Constant Expressions

Objective: Understand how constants can be used in expressions.

Write a program that uses constants in calculations, such as calculating the area of a circle using const.

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

```
const float Pi = 3.14;  
  
int main() {  
    int rad=20;  
  
    float area = Pi * rad * rad;  
  
    printf("Area of the circle is: %f\n",area);  
  
    return 0;  
}
```

8: Constant Variables in Loops

Objective: Learn how constants can be used within loops for fixed iterations.

Create a program that uses a constant variable to define the number of iterations in a loop, ensuring it cannot be modified during execution.

```
#include <stdio.h>

const int counter = 10;

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

9: Constant Global Variables

Objective: Explore global constants and their accessibility across functions.

Write a program that declares a global constant variable and accesses it from multiple functions without modifying its value.

```
#include <stdio.h>

const int a = 100;

void A()
{
    printf("The value of a is: %d\n", a);
}

void B()
{
    printf("Double the value of a is: %d\n", a * 2);
}
```

```

int main() {
    A();
    B();
    return 0;
}

```

10-)Initializing Arrays

Requirements In this challenge, you are going to create a program that will find all the prime numbers from 3-100 there will be no input to the program

- The output will be each prime number separated by a space on a single line
- You will need to create an array that will store each prime number as it is generated - You can hard-code the first two prime numbers (2 and 3) in the primes array You should utilize loops to only find prime numbers up to 100 and a loop to print out the primes array

```

#include<stdio.h>

int checkprime(int n);

int main()
{
    int arr[100];
    int x=0;
    for(int i=3;i<100;i++)
    {
        int p=checkprime(i);
        if(p==1)
        {
            arr[x]=i;
            x=x+1;
        }
    }
}

```

```
}  
printf("2 ");  
for(int j=0;j<x;j++)  
{  
    printf("%d ",arr[j]);  
}  
return 0;  
}
```

```
int checkprime(int n)  
{  
    int a=0;  
    for(int i=2;i<n;i++)  
    {  
        if(n%i==0)  
        {  
            a=1;  
        }  
    }  
    if(a==0)  
    {  
        return 1;  
    }  
    else  
    {  
        return 0;  
    }  
}
```

```
}
```

12- Create a program that reverses the elements of an array. Prompt the user to enter values and print both the original and reversed arrays.

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

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("Enter the number of elements in array: ");
```

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

```
    int arr[n];
```

```
    int rev[n];
```

```
    printf("Enter the elements\n");
```

```
    for(int i=0;i<n;i++)
```

```
    {
```

```
        scanf("%d",&arr[i]);
```

```
    }
```

```
    int a=0;
```

```
    for(int j=n-1;j>=0;j--)
```

```
    {
```

```
        rev[a]=arr[j];
```

```
        a=a+1;
```

```
    }
```

```
    printf("\n");
```

```
    for(int i=0;i<n;i++)
```

```
    {
```

```
        printf("%d ",rev[i]);
```



```
}  
  
return 0;  
  
}
```

13- Write a program that to find the maximum element in an array of integers. The program should prompt the user for input and display the maximum value.

```
#include<stdio.h>  
  
int main()  
{  
    int n;  
  
    printf("Enter the number of elements in array: ");  
    scanf("%d",&n);  
    int arr[n];  
    printf("Enter the elements\n");  
    for(int i=0;i<n;i++)  
    {  
        scanf("%d",&arr[i]);  
    }  
  
    int max=arr[0];  
    for(int j=1;j<n;j++)  
    {  
        if(arr[j]>max)  
        {  
            max=arr[j];  
        }  
    }  
}
```

```
printf("\n");  
printf("max element is %d",max);  
return 0;  
}
```

14- Write a program that counts and displays how many times a specific integer appears in an array entered by the user.

```
#include<stdio.h>  
  
int main()  
{  
    int n;  
  
    printf("Enter the number of elements in array: ");  
    scanf("%d",&n);  
    int arr[n];  
    printf("Enter the elements\n");  
    for(int i=0;i<n;i++)  
    {  
        scanf("%d",&arr[i]);  
    }  
    int num,cnt=0;  
    printf("\n");  
    printf("Enter the element to count: ");  
    scanf("%d",&num);  
    for(int i=0;i<n;i++)  
    {  
        if(arr[i]==num)  
        {
```

```

        cnt=cnt+1;
    }
}

printf("the count is %d",cnt);
return 0;
}

```

15-)Requirements

In this challenge, you are to create a C program that uses a two-dimensional array in a weather program.

- This program will find the total rainfall for each year, the average yearly rainfall, and the average rainfall for each month •Input will be a 2D array with hard-coded values for rainfall amounts for the past 5 years
- The array should have 5 rows and 12 columns. Rainfall amounts can be floating point numbers

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

```
void main() {
```

```

float rain_data[5][12] = {
    {4.5, 5.0, 6.2, 3.1, 4.8, 5.3, 6.1, 4.0, 3.7, 4.9, 5.3, 4.6},
    {4.2, 4.6, 6.0, 3.8, 4.9, 5.0, 5.8, 4.6, 3.9, 4.7, 4.9, 5.1},
    {3.8, 4.9, 5.7, 3.3, 4.6, 5.5, 6.0, 4.3, 3.6, 4.8, 5.1, 4.8},
    {4.0, 4.8, 6.3, 3.6, 4.7, 5.2, 5.9, 4.4, 3.8, 4.6, 5.0, 4.9},
    {4.3, 5.1, 6.1, 3.5, 4.5, 5.1, 5.7, 4.1, 3.9, 4.5, 5.2, 4.7}
};

```

```
float yearly_total_rain[5] = {0};
```

```
float yearly_avg_rain[5] = {0};
```

```
float monthly_avg_rain[12] = {0};
```

```
char months[12][4] = {"Jan", "Feb", "Mar", "Apr", "May", "Jun",  
    "Jul", "Aug", "Sep", "Oct", "Nov", "Dec"};
```

```
for (int i = 0; i < 5; i++) {  
    for (int j = 0; j < 12; j++) {  
        yearly_total_rain[i] += rain_data[i][j];  
        monthly_avg_rain[j] += rain_data[i][j];  
    }  
    yearly_avg_rain[i] = yearly_total_rain[i] / 12;  
}
```

```
for (int j = 0; j < 12; j++) {  
    monthly_avg_rain[j] /= 5;  
}
```

```
printf("Total rainfall for each year:\n");
```

```
for (int i = 0; i < 5; i++) {  
    printf("Year 202%d: %.2f\n", i, yearly_total_rain[i]);  
}
```

```
printf("\nAverage rainfall for each year:\n");
```

```
for (int i = 0; i < 5; i++) {
```

```
    printf("Year 202%d: %.2f\n", i, yearly_avg_rain[i]);  
}  
  
printf("\nAverage monthly rainfall over 5 years:\n");  
for (int j = 0; j < 12; j++) {  
    printf("%s: %.2f\n", months[j], monthly_avg_rain[j]);  
}  
}
```