Lab Work 01

CODE (Fig. 01)

```
Class > Class-1 > C 01_1st_program.c > ...
  1    /*Jolok Banarjee
  2    AE-02, Aerosapce
  3    This is my first program*/
  4
  5    //link section
  6    #include<stdio.h>
  7
  8    //main() section
  9    int main()
 10    {
 11        //integer float character string
 12        float area, PI; //float - data type area - variable
 13        int  radius=6;
 14        PI= 3.1416;
 15        area= PI*radius*radius;
 16        printf("The ara of Circle : %f", area);
 17        return 0;
 18    }
 19    //Sub Program
```

OUTPUT (Fig. 02)

```
The ara of Circle : 113.097595
PS E:\Code\CSE 4192>
```

CODE (Fig. 03)

```
Class > Class-1 > C 02_Area_of_triangle.c > ...
  1    /*Area of Triangle
  2    formula area = height*base
  3    */
  4    #include<stdio.h>
  5    int main()
  6    {
  7        float height, base, area;
  8        height = 23.89;
  9        base =50.00;
 10        //printf("Enter Height :\n");
 11        //scanf("%f", &height);
 12        //printf("Enter Base : \n");
 13        //scanf("%f", &base);
 14        area= height*base;
 15        printf("Area of Trianle is %.3f", area);
 16        return 0;
 17    }
 18
 19
```

OUTPUT (Fig. 04)

```
Area of Trianle is 1194.500
PS E:\Code\CSE 4192>
```

CODE (Fig. 05)

```c
1
2    #include<stdio.h>
3    int main()
4    {
5        //int a,b,sum;
6        int a, b, addition, subtract, multiplies;
7        float division;
8        printf("Enter a Number : ");
9        scanf("%d", &a);
10       printf("Enter a Number : ");
11       scanf("%d", &b);
12       addition=a+b;
13       subtract=a-b;
14       multiplies=a*b;
15       division=a/b;
16       printf("The addition of Two Number (%d + %d)  is %d\n",a, b, addition);
17       printf("The Subs. of Two Number %d - %d) is %d\n",a, b, subtract);
18       printf("The mult. of Two Number (%d * %d) is %d\n",a, b, multiplies);
19       printf("The div. of Two Number (%d / %d) is %0.2f\n",a, b, division);
20       return 0;
21   }
22   
```

OUTPUT (Fig. 06)

```
Enter a Number : 60
Enter a Number : 5
The addition of Two Number (60 + 5)  is 65
The Subs. of Two Number 60 - 5) is 55
The mult. of Two Number (60 * 5) is 300
The div. of Two Number (60 / 5) is 12.00
PS E:\Code\CSE 4192> 
```

Assignment No. 1

CODE (Fig.01)

```c
1    /* 1. C Program to Compute Quotient and Remainder */
2    //Author: Jolok Banarjee, Id:21014026, AE-02, Aerospace, BSMRAAU
3    #include <stdio.h>
4    int main() {
5        int dividend, divisor, quotient, remainder;
6        printf("Enter dividend: ");
7        scanf("%d", &dividend);
8        printf("Enter divisor: ");
9        scanf("%d", &divisor);
10       // Computes quotient
11       quotient = dividend / divisor;
12       // Computes remainder
13       remainder = dividend % divisor;
14       printf("Quotient = %d\n", quotient);
15       printf("Remainder = %d", remainder);
16       return 0;
17   }
18
```

OUTPUT (Fig. 02)

```
Enter dividend: 87
Enter divisor: 8
Quotient = 10
Remainder = 7
```

CODE (Fig. 03)

```c
1   /* 2. C Program to Swap Two Numbers */
2   //Author: Jolok Banarjee, Id:21014026, AE-02, Aerospace, BSMRAAU
3   #include<stdio.h>
4   int main()
5   {
6       int a, b, temp;
7       printf("Enter The value a:\n");
8       scanf("%d", &a);
9       printf("Enter The value b:\n");
10      scanf("%d", &b);
11      printf("The value of 'a' is %d\n", a);
12      printf("The value of 'b' is %d\n", b);
13      temp=a;
14      a=b;
15      b=temp;
16      printf("The swap value of 'a' is %d\n",a);
17      printf("The swap value of 'b' is %d\n", b);
18      return 0;
19  }
```

OUTPUT (Fig. 04)

```
The value of 'a' is 5
The value of 'b' is 6
The swap value of 'a' is 6
The swap value of 'b' is 5
PS E:\Code\CSE 4192>
```

CODE (Fig. 05)

```c
/* 3. Write a program to take input of name, rollno and marks obtained by a student in 4 subjects
of 100 marks each and display the name, roll no with percentage score secured.
Author: Jolok Banarjee, Id:21014026, AE-02, Aerospace, BSMRAAU */
#include<stdio.h>
#include<conio.h>
int main()
{
int roll; char name[20]; float physics,chemistry, math, biology, add, percentage;
printf("Enter Roll number:");
scanf("%d",&roll);
printf("\nEnter name:");
scanf("%s",name);
printf("Enter Marks of Physics out of 100 : - ");
scanf("%f",&physics);
printf("Enter Marks of Chemistry out of 100 : - ");
scanf("%f",&chemistry);
printf("Enter Marks of Math out of 100 : - ");
scanf("%f",&math);
printf("Enter Marks of Biology out of 100 : - ");
scanf("%f",&biology);
add = physics+chemistry+math+biology;
percentage=(float)(add/400)*100;
printf("\n************STUDENT DETAILS************\n");
printf("Roll number:%d",roll);
printf("\nName :%s",name);
printf("\nPercentage :%f",percentage);
return 0;
}
```

OUTPUT (Fig. 06)

```
Enter Roll number:21014026

Enter name:Jolok
Enter Marks of Physics out of 100 : - 87
Enter Marks of Chemistry out of 100 : - 89
Enter Marks of Math out of 100 : - 75
Enter Marks of Biology out of 100 : - 89

************STUDENT DETAILS************
Roll number:21014026
Name :Jolok
Percentage :85.000000
PS E:\Code\CSE 4192>
```