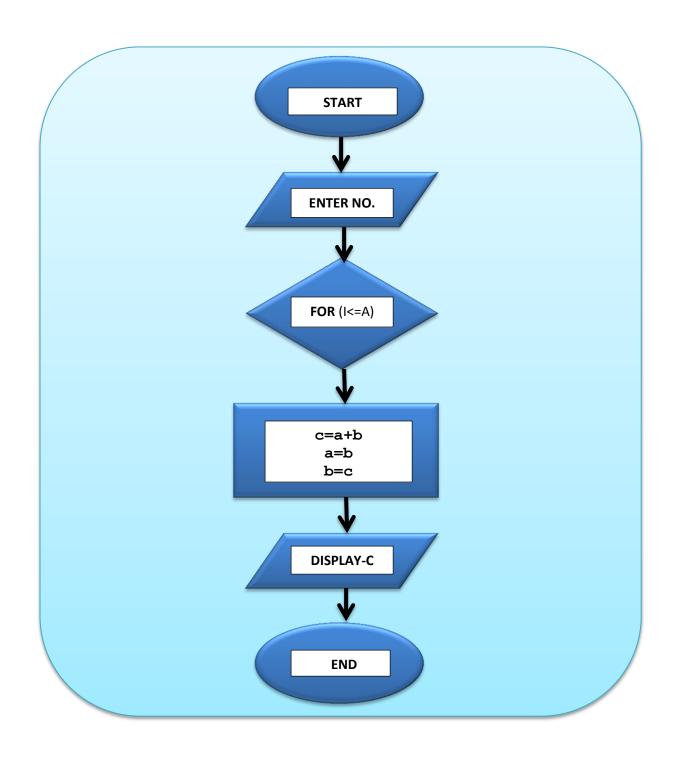
DROGRAMMING & DATA STRUCTURES

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Fibonacci Series

```
#include<stdio.h>
void main()
{
    int a=1,b=1,n,c,i;
    printf("enter the number upto which you want you want fibonacci :: ");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        c=a+b;
        a=b;
        b=c;
        printf(" %d ",c);
    }
}</pre>
```

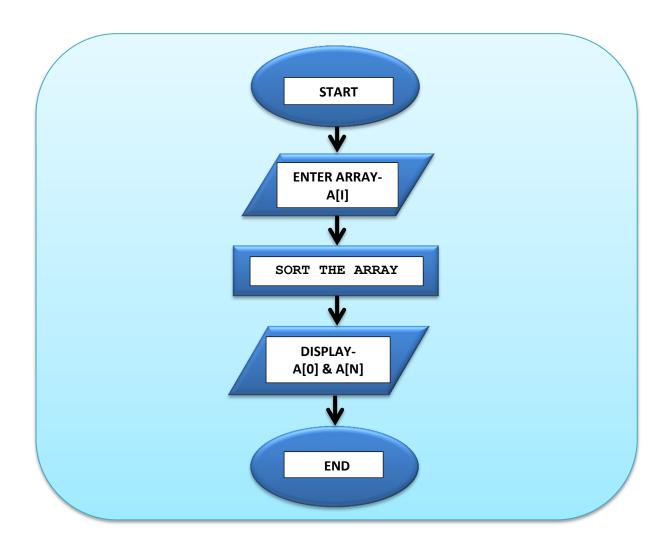
```
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc fibonacci.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
enter the number upto which you want you want fibonacci :: 7
2 3 5 8 13 21 34 khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```



MINIMUM & MAXIMUM OF N NUMBERS

```
#include<stdio.h>
void main()
     int a[100], n, i, j, b;
     printf("enter the count you want in an array : ");
     scanf("%d",&n);
     printf("enter the numbers of the array : ");
     for(i=1;i<=n;i++)
           scanf("%d", &a[i]);
     for(i=1;i<=n;i++)
           for(j=1;j<=n;j++)
                 if(a[j]>a[j+1])
                 {
                       b=a[j];
                       a[j]=a[j+1];
                       a[j+1]=b;
                 }
           }
     printf(" smallest no : %d",a[1]);
     printf(" biggest no : %d",a[n]);
}
```

```
pkhalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT: ~ (Desktop/khushal.c) gcc smallbig.c
```

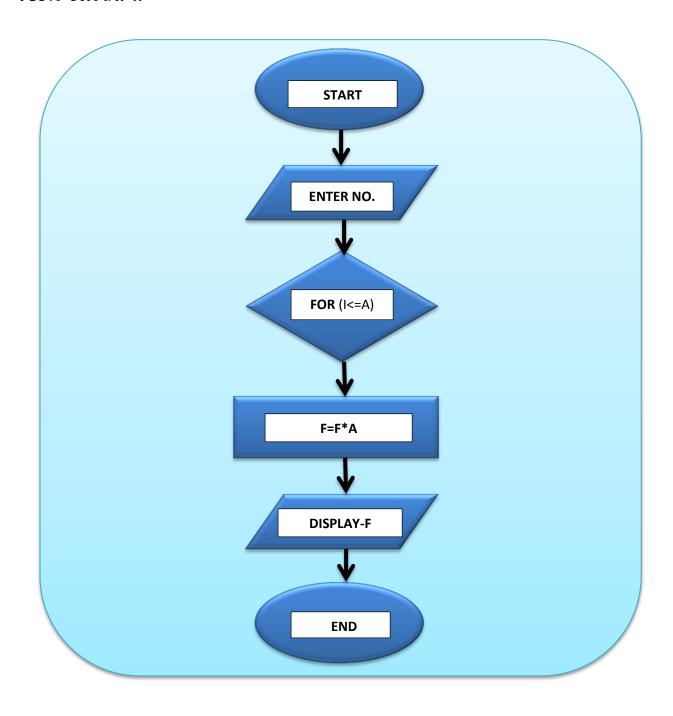


FACTORIAL

```
#include<stdio.h>
void main()
{
    int a,i,f=1;
    printf("enter the number of which you want factorial :: ");
    scanf("%d",&a);
    for(i=1;i<=a;i++)
    {
        f=f*i;
    }
    printf(" %d ",f);
}</pre>
```

OUTPUT ::

```
pkhalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc factorial.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
enter the number of which you want factorial :: 6
720 khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```



ROOTS OF QUADRATIC EQUATION

```
#include<stdio.h>
#include<math.h>
void main()
     int a,b,c;
     float D, x1, x2, x, d;
     printf(" enter the constants for x^2, x \in constant as a,b,c ::
");
     scanf("%d%d%d",&a,&b,&c);
     d=((b^2)-(4*a*c));
     if(d>0)
           D=sqrt(d);
           x1=(-b+D)/(2.0*a);
           x2=(-b-D)/(2.0*a);
           printf("there were two real roots ::%f & %f",x1,x2);
     else if (d<0)
           D=sqrt(-d);
           printf("there are no real roots :: %f+%fi & %f%fi ",(-
b/(2.0*a)), (D/(2.0*a)), (-b/(2.0*a)), -(D/(2.0*a)));
     else
      {
           x=-b/(2*a);
           printf("there is only one root :: %f",x);
      }
}
```

OUTPUT ::

```
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c

khalsa@khalsa-HP-Pro-3090-MT:~{Desktop/khushal.c$ gcc quadeqn.c -lm

khalsa@khalsa-HP-Pro-3090-MT:~{Desktop/khushal.c$ ./a.out

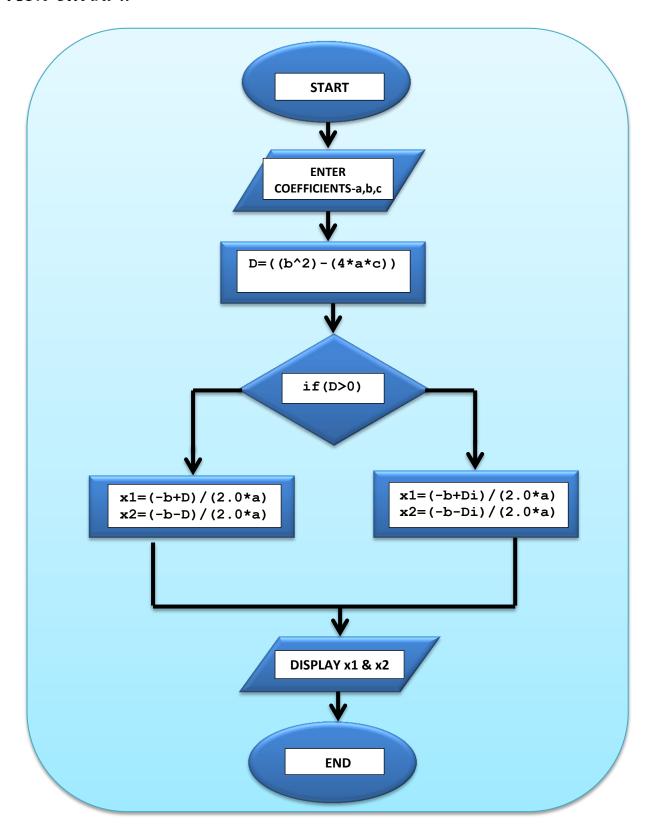
enter the constants for x^2, x & constant as a,b,c :: 2

3

4

there are no real roots :: -0.750000+1.391941i & -0.750000-1.391941i khalsa@kh

alsa-HP-Pro-3090-MT:~{Desktop/khushal.c$
```

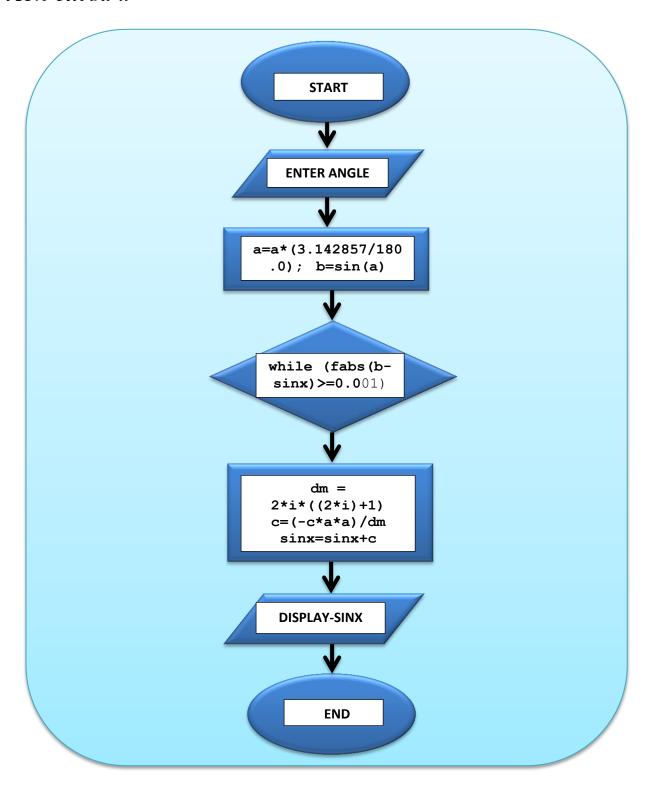


VALUE OF SIN(X)

```
#include<stdio.h>
#include<math.h>
void main()
     float a,b,c,sinx,dm;
     int i=1;
     printf("Enter the value of x (in degrees) ::");
     scanf("%f",&a);
     a=a*(3.142857/180.0);
     b=sin(a);
     c=a;
     sinx=c;
     while (fabs(b-sinx) >= 0.001)
           dm = 2*i*((2*i)+1);
                c=(-c*a*a)/dm;
           sinx=sinx+c;
           i=i++;
     }
     printf("the given sine series is :: \n ");
     printf("Sum of the sine series = %f \n", sinx);
     printf("Using Library function sin(x) = f'', b);
}
```

OUTPUT ::

```
pkhalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc sinef.c -lm
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
Enter the value of x (in degrees) ::30
the given sine series is ::
   Sum of the sine series = 0.499856
Using Library function sin(x) = 0.500182khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/k
hushal.c$
```



PRIME NUMBERS

```
#include<stdio.h>
#include<math.h>
void main()
     int a[100], n, i, j;
     double b;
     printf("enter the count you want in an array : ");
     scanf("%d",&n);
     printf("enter the numbers of the array : ");
     for(i=1;i<=n;i++)
           scanf("%d",&a[i]);
     printf(" prime numbers are :: ");
     for(i=1;i<=n;i++)
           int x=0;
           b=(a[i])^(1/2);
           for (j=2; j \le (b+1); j++)
                 if((a[i]\%j)==0)
                       break;
           if(j>=b)
           printf("%d ",a[i]);
     }
}
```

```
khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c

khalsa@khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c

khalsa@khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c$ gcc prime.c

khalsa@khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c$ ./a.out

enter the count you want in an array : 10

enter the numbers of the array : 6

7

9

3

4

5

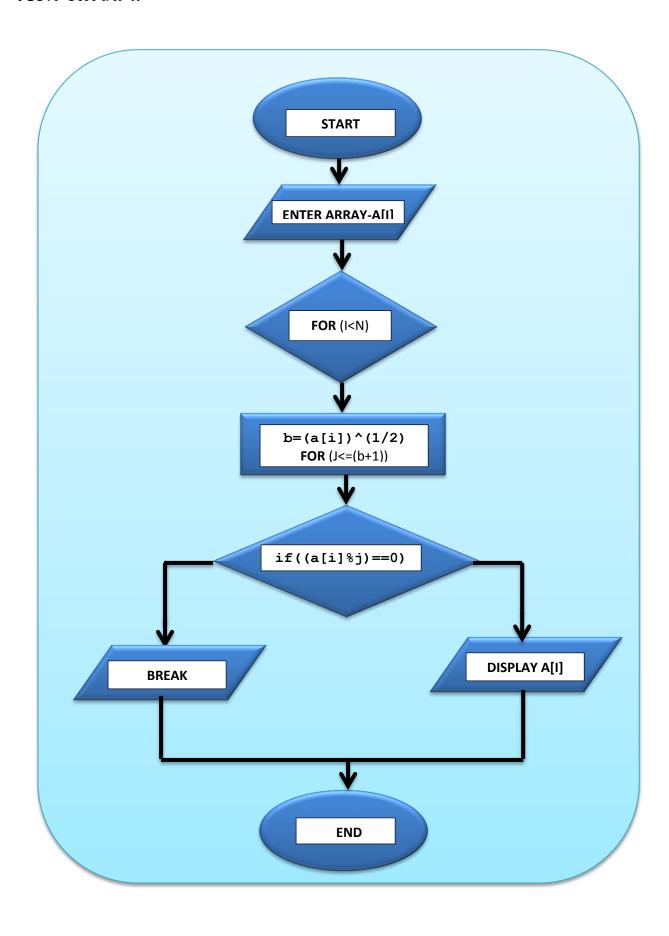
11

10

13

8

prime numbers are :: 7 3 5 11 13 khalsa@khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c$
```



NUMBERS IN ASCENDING ORDER

```
#include<stdio.h>
void main()
     int a[100], n, i, j, b;
     printf("enter the count you want in an array : ");
     scanf("%d",&n);
     printf("enter the numbers of the array : ");
     for(i=1;i<=n;i++)
           scanf("%d",&a[i]);
     for(i=1;i<=n;i++)
           for(j=1;j<=n;j++)
                 if(a[j]>a[j+1])
                       b=a[j];
                       a[j]=a[j+1];
                       a[j+1]=b;
                 }
           }
     printf(" array in sorted manner : ");
     for (i=1; i<=(n+1); i++)
           printf(" %d ",a[i]);
}
```

OUTPUT ::

```
khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c

khalsa@khalsa-HP-Pro-3090-MT: ~$ cd Desktop/khushal.c

khalsa@khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c$ gcc sortingarray.c

khalsa@khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c$ ./a.out

enter the count you want in an array : 10

enter the numbers of the array : 8

4

6

5

7

2

3

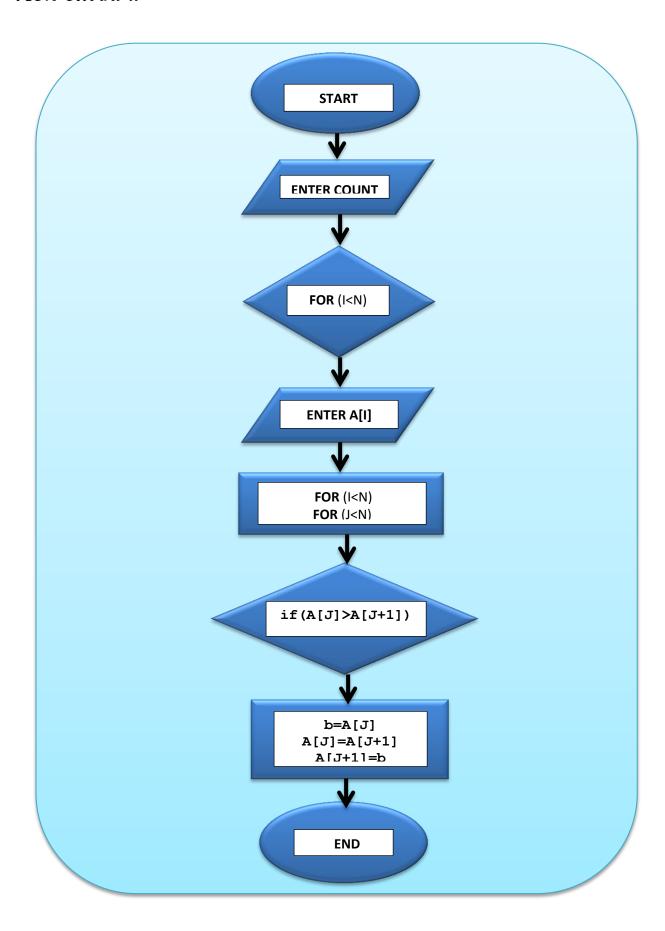
1

10

9

array in sorted manner : 1 2 3 4 5 6 7 8 9 10 32748 khalsa@khalsa-HP

-Pro-3090-MT: ~/Desktop/khushal.c$
```



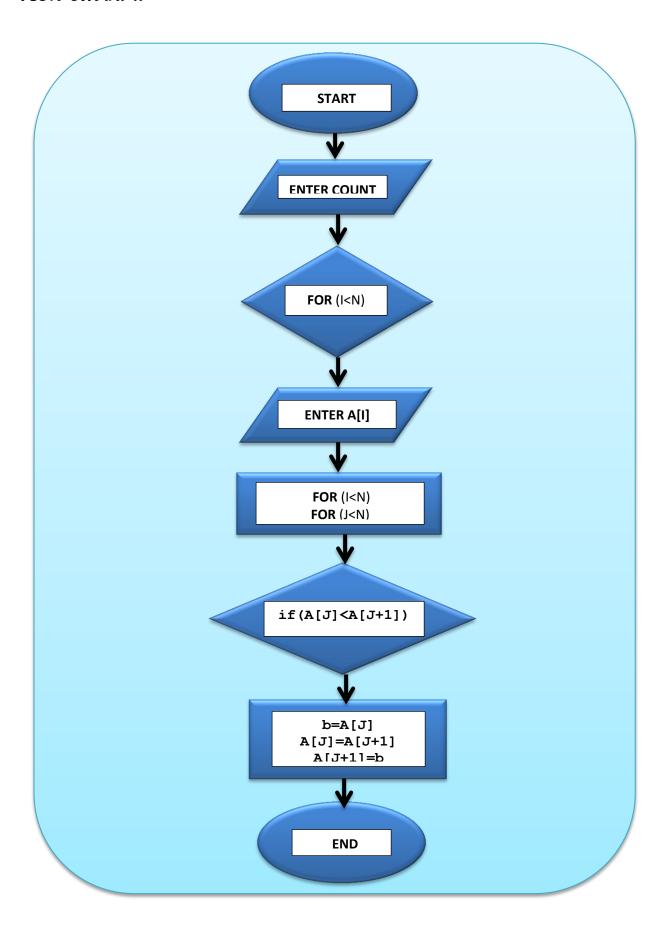
ARRAY IN DESCENDING ORDER

```
#include<stdio.h>
void main()
     int a[100], n, i, j, b;
     printf("enter the count you want in an array : ");
     scanf("%d",&n);
     printf("enter the numbers of the array : ");
     for(i=1;i<=n;i++)
           scanf("%d",&a[i]);
     for(i=1;i<=n;i++)
           for(j=1;j<=n;j++)
                 if(a[j]>a[j+1])
                       b=a[j];
                       a[j]=a[j+1];
                       a[j+1]=b;
                 }
           }
     printf(" array in descending order manner : ");
     for (i=(n+1); i>=1; i--)
           printf(" %d ",a[i]);
}
```

OUTPUT ::

```
khalsa@khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT: ~ { cd Desktop/khushal.c } gcc descendingarray.c
khalsa@khalsa-HP-Pro-3090-MT: ~ /Desktop/khushal.c } . /a.out
enter the count you want in an array : 10
enter the numbers of the array : 4

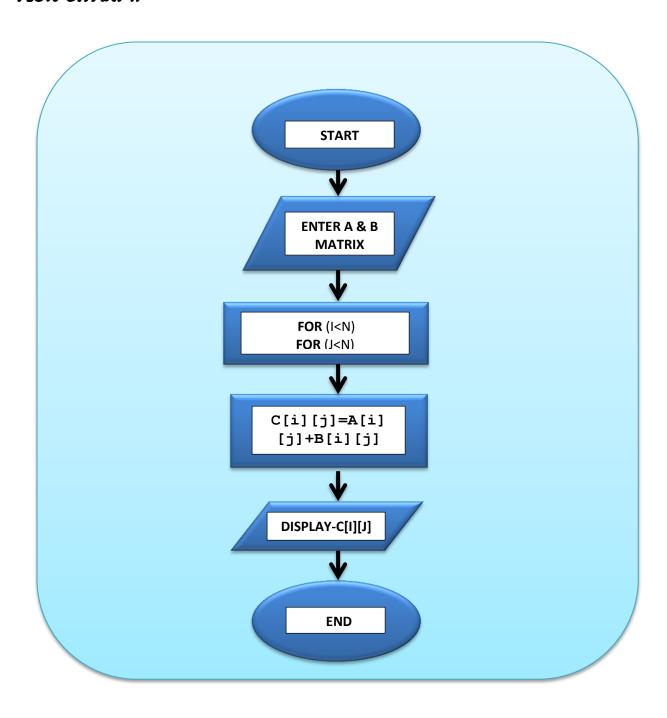
7
6
5
2
1
3
9
10
8
array in descending order manner : 32573 10 9 8 7 6 5 4 3 2 1 khalsa
@khalsa-HP-Pro-3090-MT: ~ /Desktop/khushal.c $
```



SUM OF TWO MATRICES

```
#include<stdio.h>
void main()
{
     int A[3][3], B[3][3], i, j;
     int C[3][3];
     for (i=0; i<3; i++)
     for(j=0;j<3;j++)
{
     printf("enter elements at location at %d%d ::",i,j);
     scanf("%d",&A[i][j]);
}
     for(i=0;i<3;i++)
     for (j=0; j<3; j++)
{
     printf("enter elements at location at %d%d ::",i,j);
     scanf("%d",&B[i][j]);
}
     for(i=0;i<3;i++)
{
     for (j=0; j<3; j++)
{
     printf("%d ",A[i][j]);
}
     printf("\n");
}
     printf("\n");
     for(i=0;i<3;i++)
{
     for (j=0; j<3; j++)
     printf("%d ",B[i][j]);
}
     printf("\n");
}
     for (i=0; i<3; i++)
     for(j=0;j<3;j++)
{
     C[i][j]=A[i][j]+B[i][j];
}
     printf("\n sum of matrix are: \n");
     for(i=0;i<3;i++)
{
     for(j=0;j<3;j++)
{
     printf("%d ",C[i][j]);
}
     printf("\n");
}
}
```

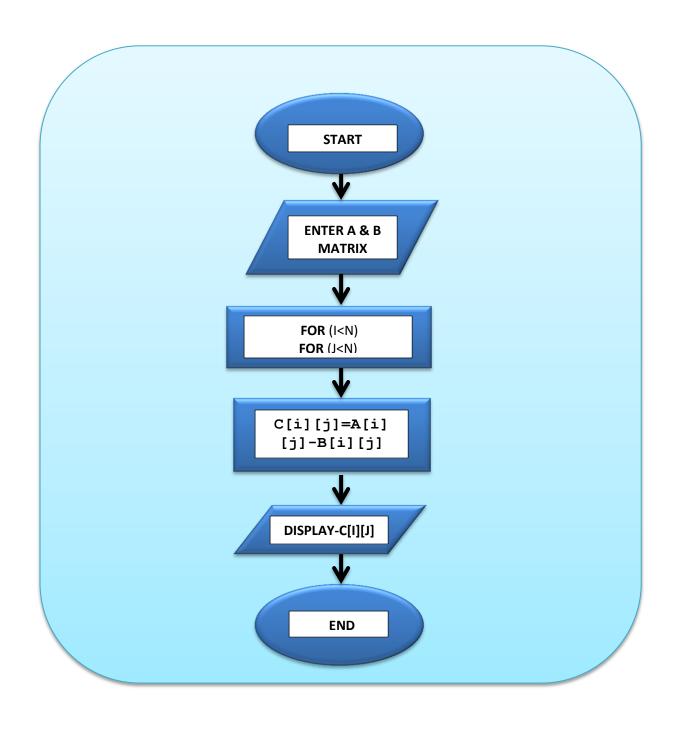
```
khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc matrixadd.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
enter elements at location at 00 enter elements at location at 01 enter elements at location at 02 enter elements at location at 10 enter elements at location at 10 enter elements at location at 11 enter elements at location at 12 enter elements at location at 20 enter elements elements at location at 20 enter elements 
                                                                                                                                                                               ::1
                                                                                                                                                                                ::2
                                                                                                                                                                                ::3
                                                                                                                                                                                 ::4
                                                                                                                                                                                 ::5
                                                                                                                                                                                 ::6
                                                                                                                                                                                ::7
 enter elements at
enter elements at
enter elements at
                                                                                                location at
                                                                                                                                                               21
                                                                                                                                                                                ::8
                                                                                                location at
                                                                                                                                                                22
                                                                                                                                                                                 ::9
                                                                                                location at
                                                                                                                                                              00
                                                                                                                                                                                     ::1
 enter elements at
                                                                                                 location at
                                                                                                                                                              01
                                                                                                                                                                                      ::2
 enter elements at
                                                                                                location at
                                                                                                                                                              02
                                                                                                                                                                                     ::3
 enter elements at location at 10 enter elements at location at 11 enter elements at location at 12
                                                                                                                                                                                      ::4
                                                                                                                                                                                      ::5
                                                                                                                                                                                      ::6
 enter elements at enter elements at
                                                                                                location at 20
                                                                                                                                                                                      ::7
                                                                                                location at 21
                                                                                                                                                                                      ::8
  enter elements at
                                                                                                location at 22
                                                                                                                                                                                      ::9
  1
                                            2
                                                                                      3
 4
                                            5
                                                                                      6
  7
                                                                                      9
                                           8
  1
                                            2
                                                                                      3
  4
                                            5
                                                                                      6
                                                                                      9
                                           8
       sum of matrix are:
  2
                                            4
                                                                                    6
 8
                                           10
                                                                                      12
  14
                                            16
                                                                                      18
 khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```



DIFFERENCE BETWEEN TWO MATRICES

```
#include<stdio.h>
void main()
{
      int A[3][3], B[3][3], i, j;
      int C[3][3];
      for (i=0; i<3; i++)
      for(j=0;j<3;j++)
{
      printf("enter elements at location at %d%d ::",i,j);
      scanf("%d",&A[i][j]);
}
      for(i=0;i<3;i++)
      for (j=0; j<3; j++)
{
      printf("enter elements at location at %d%d ::",i,j);
      scanf("%d",&B[i][j]);
}
      for(i=0;i<3;i++)
{
      for (j=0; j<3; j++)
{
      printf("%d ",A[i][j]);
}
     printf("\n");
}
     printf("\n");
      for(i=0;i<3;i++)
{
      for (j=0; j<3; j++)
{
      printf("%d ",B[i][j]);
}
     printf("\n");
}
      for (i=0; i<3; i++)
      for (j=0; j<3; j++)
{
      C[i][j]=A[i][j]-B[i][j];
}
      printf("\n difference of matrix are: \n");
      for(i=0;i<3;i++)
{
      for (j=0; j<3; j++)
{
      printf("%d ",C[i][j]);
}
      printf("\n");
}
}
```

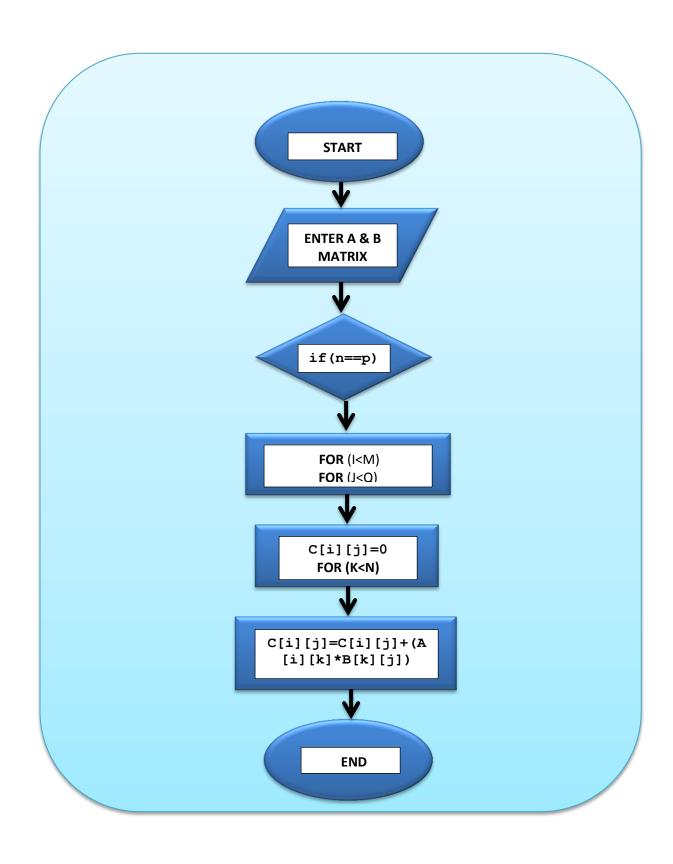
```
okhalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc matrixsub.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
enter elements at location at 00 ::7 enter elements at location at 01 ::8
enter elements at location at 02
                                          ::5
enter elements at location at
                                      10
                                         ::4
enter elements at location at enter elements at location at enter elements at location at
                                      11
                                          ::2
                                      12
                                          ::3
                                      20
                                          ::6
enter elements at location at
                                      21
                                          ::9
enter elements at location at 22
                                          ::1
enter elements at location at enter elements at location at
                                      00
                                           ::5
                                      01
                                           ::4
enter elements at location at
                                      02
                                           ::3
enter elements at location at 10
                                           ::2
enter elements at location at 11
enter elements at location at 12
                                           ::1
                                            ::8
enter elements at location at 20
                                           ::7
enter elements at location at 21
                                           ::9
                       location at 22
enter elements at
                                           ::6
          8
                     5
4
          2
                     3
б
          9
                     1
5
          4
                     3
2
                     8
          1
          9
                     6
 sum of
          matrix are:
2
          4
                     2
                     - 5
2
          1
          0
                     - 5
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```



PRODUCT OF TWO MATRICES

```
#include<stdio.h>
void main()
     int A[10][10], B[10][10], i, j, m, n, p, q, k;
     int C[10][10];
     printf("enter the number of rows & columns of first matrix
%d%d ::",m,n);
     scanf("%d%d",&m,&n);
     printf("enter the number of rows & columns of second matrix
%d%d ::",p,q);
     scanf("%d%d", &p, &q);
     printf("enter the first matrix ::\n");
     for(i=0;i<m;i++)
     for(j=0;j<n;j++)
           printf("enter elements at location at %d%d ::",i,j);
           scanf("%d",&A[i][j]);
     printf("enter the second matrix ::\n");
     for(i=0;i<p;i++)
     for (j=0; j<q; j++)
           printf("enter elements at location at %d%d ::",i,j);
           scanf("%d",&B[i][j]);
     for (i=0;i<m;i++)</pre>
           for(j=0;j<n;j++)
                 printf("%d ",A[i][j]);
           printf("\n");
     printf("\n");
     for(i=0;i<p;i++)
           for(j=0;j<q;j++)
                 printf("%d ",B[i][j]);
           printf("\n");
     if(n==p)
           for(i=0;i<m;i++)
           for(j=0;j<q;j++)
                 C[i][j]=0;
                 for (k=0; k< n; k++)
                 C[i][j]=C[i][j]+(A[i][k]*B[k][j]);
           }
           printf("\n multiplied matrix is: \n");
```

```
khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc matrixmult.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
enter the number of rows & columns of first matrix 32764253397952 ::2
3
enter the number of rows & columns of second matrix 32764253428160 ::3
2
enter the first matrix ::
enter elements at location at 00 ::1
enter elements at location at 01 ::2
enter elements at location at 02 ::3 enter elements at location at 10 ::4 enter elements at location at 11 ::5
enter elements at location at 12 ::6
enter the second matrix ::
enter elements at location at 00
enter elements at location at 01
                                             ::5
enter elements at location at 10 enter elements at location at 11 enter elements at location at 20
                                             ::4
                                             ::3
                                             ::2
enter elements at location at 21
                                             ::1
1
           2
                     3
           5
                     б
4
           5
6
4
           3
2
 multiplied matrix is:
20
           14
           41
56
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```

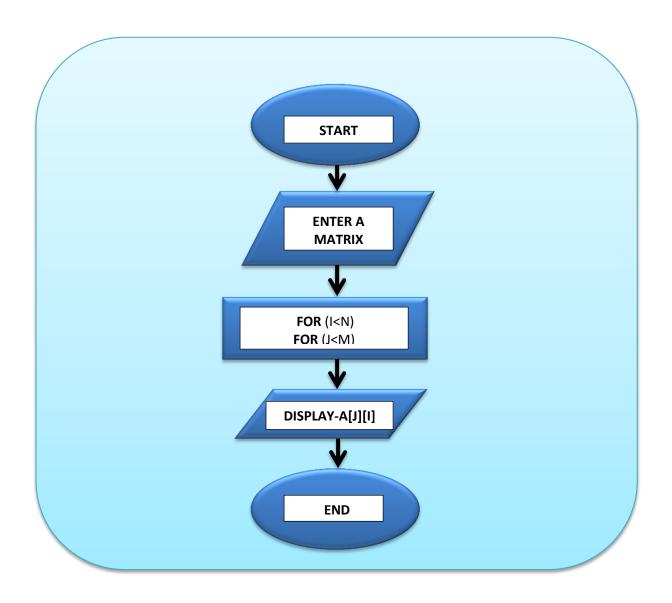


TRANSPOSE OF A MATRIX

```
#include<stdio.h>
void main()
     int A[10][10], i, j, m, n;
     printf("enter the number of rows & columns of matrix %d%d
::",m,n);
     scanf("%d%d",&m,&n);
     printf("enter the matrix ::\n");
     for(i=0;i<m;i++)
     for(j=0;j<n;j++)
           printf("enter elements at location at %d%d ::",i,j);
           scanf("%d", &A[i][j]);
     printf("\n");
     for(i=0;i<m;i++)
           for(j=0;j<n;j++)
                 printf("%d ",A[i][j]);
           printf("\n");
     printf("Transpose of the given matrix the matrix ::\n");
     for(i=0;i<n;i++)
           for (j=0; j<m; j++)
                 printf("%d ",A[j][i]);
           printf("\n");
}
```

OUTPUT ::

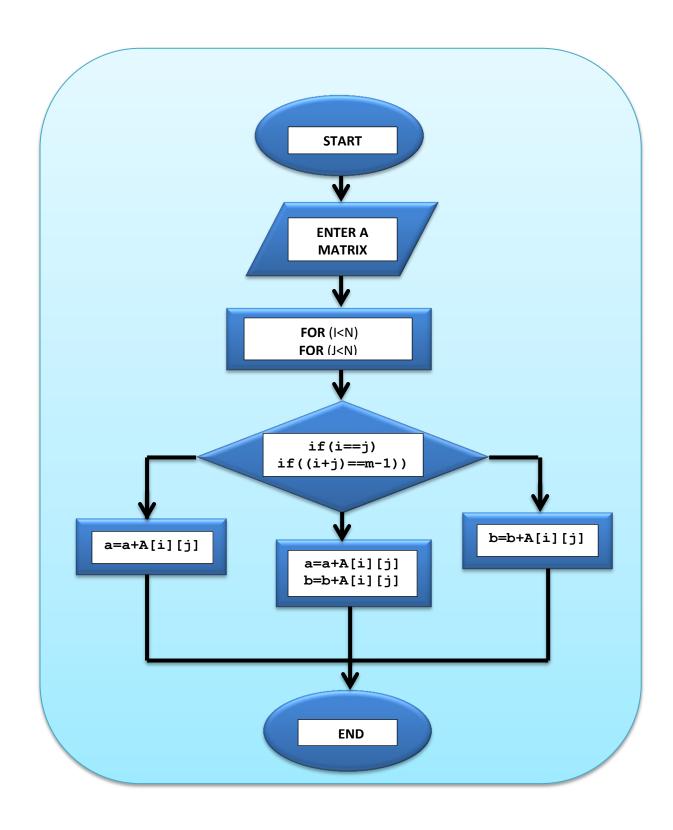
```
khalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc matrixtransp.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
enter the number of rows & columns of matrix 130903991232703 ::2
enter the matrix ::
enter elements at location at 00 ::1
enter elements at location at 01 ::2 enter elements at location at 02 ::3
enter elements at location at 10
                                   ::4
enter elements at location at 11 ::5
enter elements at location at 12 ::6
                 3
Transpose of the given matrix the matrix ::
2
        5
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```



SUM OF PRINCIPLE & SECONDARY DIAGONAL ELEMENTS

```
#include<stdio.h>
void main()
     int A[10][10], i, j, m, n, a=0, b=0;
     printf("enter the length of square matrix %d ::",m);
     scanf("%d", &m);
     printf("enter the matrix ::\n");
     for(i=0;i<m;i++)
     for(j=0;j<m;j++)
           printf("enter elements at location at %d%d ::",i,j);
           scanf("%d", &A[i][j]);
     printf("\n");
     for (i=0;i<m;i++)</pre>
           for (j=0; j<m; j++)
                 printf("%d ",A[i][j]);
           printf("\n");
     for(i=0;i<m;i++)
           for(j=0;j<m;j++)
           if((i==j) \&\&((i+j)==(m-1)))
                 a=a+A[i][j];
                 b=b+A[i][j];
           else if(i==j)
                 a=a+A[i][j];
           else if((i+j) == (m-1))
                 b=b+A[i][j];
           }
     printf("sum of the principle diagonal elements :: %d\n",a);
     printf("sum of the secondary diagonal elements :: %d\n",b);
}
```

```
pkhalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc matrixdiag.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
enter the length of square matrix 32765 ::3
enter the matrix ::
enter elements at location at 00 ::1
enter elements at location at 01 ::2
enter elements at location at 02 ::3
enter elements at location at 10 ::4
enter elements at location at 11 ::5
enter elements at location at 12 ::6
enter elements at location at 20 ::7
enter elements at location at 21 ::8
enter elements at location at 22 ::9
1
        2
                 3
4
        5
                 6
7
        8
                 9
sum of the principle diagonal elements :: 15
sum of the secondary diagonal elements :: 15
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```



LINEAR SEARCH

```
#include<stdio.h>
void main()
     int A[100], m, i, a, f=0;
     printf("Enter the number of elements you want to put in an
array :: ");
     scanf("%d", &m);
     printf("Enter the elements of the array :: ");
     for(i=0;i<m;i++)
           scanf("%d",&A[i]);
     printf("Enter the number you want to search in the array ::
");
     scanf("%d",&a);
     for(i=0;i<m;i++)
           if(a==A[i])
                 f=1;
                 break;
           else
                 f=0;
     if(f==1)
           printf("Element exist in the array at position :: %d
n'',i);
     else
           printf("Element does not exist in the array :: ");
}
```

```
pkhalsa-HP-Pro-3090-MT: ~/Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~$ cd Desktop/khushal.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ gcc search.c
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$ ./a.out
Enter the number of elements you want to put in an array :: 10
Enter the elements of the array :: 10
20
30
40
50
60
70
80
90
Enter the number you want to search in the array :: 70
Element exist in the array at position :: 6
khalsa@khalsa-HP-Pro-3090-MT:~/Desktop/khushal.c$
```

