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#1. WAP to subtract a number from another number and display the result.

Code:

```c
#include <stdio.h>
int main()
{
    printf("provide the numbers you want to subtract respectively\n");
    float a285,b285,c285;
    scanf("%f%f",&a285,&b285);
    c285=a285-b285;
    printf("the result %f-%f=%f",a285,b285,c285);
    return 0;
}
```

Output:

```
PROBLEMS   OUTPUT   DEBUG CONSOLE   TERMINAL

PS C:\Users\KIIT\Desktop\Programming\class4> gcc sub.c
PS C:\Users\KIIT\Desktop\Programming\class4> ./a.exe
provide the numbers you want to subtract respectively
567 876
the result 567.000000-876.000000=-309.000000
PS C:\Users\KIIT\Desktop\Programming\class4>
```

```
PS C:\Users\KIIT\Desktop\Programming\class4> ./a.exe
provide the numbers you want to subtract respectively
999 989
the result 999.000000-989.000000=10.000000
PS C:\Users\KIIT\Desktop\Programming\class4>
```

#2. WAP to convert temperature from centigrade to Fahrenheit scale.

Code:

```c
#include <stdio.h>
int main()
{
    printf("Please provide the temperature in celisius\n");
    float cel285;
    float far285;
    scanf("%f",&cel285);
    far285=(1.8*cel285)+32;
    printf("%f degree celisius is %f degree farenheit\n",cel285,far285);
    return 0;
}
```

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Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

PS C:\Users\KIIT\Desktop\Programming\class4> gcc Temp.c
PS C:\Users\KIIT\Desktop\Programming\class4> ./a.exe
Please provide the temperature in celisius
45
45.000000 degree celisius is 113.000000 degree farenheit
PS C:\Users\KIIT\Desktop\Programming\class4>
```

```
PS C:\Users\KIIT\Desktop\Programming\class4> ./a.exe
Please provide the temperature in celisius
36
36.000000 degree celisius is 96.800003 degree farenheit
PS C:\Users\KIIT\Desktop\Programming\class4>
```

#3. WAP to calculate perimeter of a circle.

Code:

```c
#include <stdio.h>
int main()
{
    printf("give the radius of your circle:\n");
    float rad285,per285;
    scanf("%f",&rad285);
    per285 = 3.14*rad285*2;
    printf("The perimeter of your circle is %f",per285);
    return 0;
}
```

Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

PS C:\Users\KIIT\Desktop\Programming\class4> gcc circle.c
PS C:\Users\KIIT\Desktop\Programming\class4> ./a.exe
give the radius of your circle:
50
The perimeter of your circle is 314.000000
```

```
PS C:\Users\KIIT\Desktop\Programming\class4> ./a.exe
give the radius of your circle:
60
The perimeter of your circle is 376.799988
PS C:\Users\KIIT\Desktop\Programming\class4>
```

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#4. WAP to find the smallest between two numbers.

Code:

```c
#include <stdio.h>
int main()
{
    printf("Provide the values you want to compare:\n");
    float a285,b285;
    scanf("%f%f",&a285,&b285);
    if (a285<b285){
        printf("The lesser number is %f",a285);
    }
    else{
        printf("the lesser number is %f",b285);
    }
    return 0;
}
```

Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

PS C:\Users\KIIT\Desktop\Programming\class5> gcc compare2.c
PS C:\Users\KIIT\Desktop\Programming\class5> ./a.exe
Provide the values you want to compare:
-78 78
The lesser number is -78.000000
PS C:\Users\KIIT\Desktop\Programming\class5>
```

```
PS C:\Users\KIIT\Desktop\Programming\class5> ./a.exe
Provide the values you want to compare:
78 78.1
The lesser number is 78.000000
PS C:\Users\KIIT\Desktop\Programming\class5>
```