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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 a426,b426,c426;
    scanf("%f%f",&a426,&b426);
    c426=a426-b426;
    printf("the result %f-%f=%f",a426,b426,c426);
    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
29753 784345
the result 29753.000000-784345.000000=-754592.000000
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 cel426;
    float far426;
    scanf("%f",&cel426);
    far426=(1.8*cel426)+32;
    printf("%f degree celisius is %f degree farenheit\n",cel426,far426);
    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
76
76.000000 degree celisius is 168.800003 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 rad426,per426;
    scanf("%f",&rad426);
    per426 = 3.14*rad426*2;
    printf("The perimeter of your circle is %f",per426);
    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:
65
The perimeter of your circle is 408.200012
PS C:\Users\KIIT\Desktop\Programming\class4>
```

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```
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>
```

#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 a426,b426;
    scanf("%f%f",&a426,&b426);
    if (a426<b426){
        printf("The lesser number is %f",a426);
    }
    else{
        printf("the lesser number is %f",b426);
    }
    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:
5 6
The lesser number is 5.000000
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>
```