CHAPTER 4

Start

Read A, B

Is A>B?

Display B

Display A

Stop

Pg 4.8

Example-connector missing.

CHAPTER 5: PROBLEM SOLVING EXAMPLES

Pg 5.3

Flow chart:

No arrow should indicate above print net salary.

Read basic

If basic>=4000

Da=0.32\*basic

Hra=0.15\*basic

Cca=325

Net salary= basic+DA+HRA+CCA

Print net salary

Pg 5.4

Example 5.4

Flow chart:

Mention yes,no.

Read n

R=0

Sum=0

Sum=0

While

(n>0)

r = n%10;sum=sum +r

n=n/10

Print sum

No

YES

Pg 5.6

Example 5.6

Flow chart

Mention yes,no.

Print sum

Read n

R=0

Sum=0

While (n>0)

R=n%10;

Sum=sum\*10+r

N=n/10

No

YES

Pg 5.7

Flow chart:

Connector missingbefore stop.

i=2

Read n

If

i<=n-1

If

n% i=0

Print not prime

If i=n

Print prime

I=i+1

Pg 5.9

Flow chart:

Interchange all the yes into no and no into yes.

Read a,b,c

If a>b

And a>c

If b>c

Print C is Big

Print b is big

Print a is big

YES

NO

YES

No

Pg 5.16

Mention yes and no.

Connector is missing before stop.

Input M1,M2,M3,M4

(M1+M2+M3+M4)/4←GRADE

IS GRADE < 50

NO YES

PRINT “FAIL”

PRINT “PASS”

CHAPTER 14FUNCTIONS

Pgno:14.7

Example: “// function with no arguments//”can be added next to the function add();

#include<stdio.h>

void add(); // function with no arguments

void main()

{

clrscr();

add();

getch();

}

void add()

{

int a,b,c;

a=10;

b=5;

c=a+b;

printf("\nThe sum=%d",c);

}

Pgno:14.8(above)

Example “//function with no return type//”can be added next to the function void add()

#include<stdio.h>

void add(); // function with no arguments

void main()

{

clrscr();

add();

getch();

}

void add() //function with no return type

{

int a,b,c;

a=10;

b=5;

c=a+b;

printf("\nThe sum=%d",c);

}

Pgno:14.8(below)

Example: “// with return type and return type//”can be added near to intadd()

#include<stdio.h>

int add();

void main()

{

int a,b,c;

clrscr();

c=add();

printf("\nThe sum=%d",c);

getch();

}

int add() // with return type and return type

{

int a,b,c;

a=10;

b=5;

c=a+b;

return(c);

}

**OUTPUT:**

The sum=15

Pgno:14.9

Example(below):”// with arguments and no return type//”can be added near to void add(int,int)

#include<stdio.h>

void add(int,int);

void main()

{

int a,b;

clrscr();

a=10;b=5;

add(a,b);

getch();

}

void add(int a,int b) // with arguments and no return type

{

int c;

c=a+b;

printf("\nThe sum=%d",c);

}

**OUTPUT:**

The sum=15

Pgno:14.11

example: “// with arguments and return type//”can be added near to int add(int,int);

#include<stdio.h>

int add(int,int); // with arguments and return type

void main()

{

int a,b,c;

clrscr();

a=10;b=5;

c=add(a,b);

printf("\nThe sum=%d",c);

getch();

}

void add(int a,int b)

{

int c;

c=a+b;

return(c);

}

**OUTPUT:**

The sum=15

Pgno:14.18

Example(above):

Fun1();should be printed below the printf statement

#include<stdio.h>

#include<conio.h>

Void fun1(void);

Void fun2( );

Void main( )

{

int m = 1000;

fun2( );

printf(“\n %d”, m);

}

Void fun1( )

{

int m = 100;

printf(“\n %d”, m);

}

Void fun2( )

{

auto int m = 10;

printf:\n %d”, m);

fun1( );

}

**Output**

10

100

1000