**Assignment - 4**

1. Write a C program to find the area and perimeter of a circle.

#include<stdio.h>

#define pi 3.142857

int main()

{

float r;

printf("Enter the radius of the circle in metres\n");

scanf("%f\n", &r);

float perimeter = 2\*pi\*r;

float area = pi\*r\*r;

printf("The perimeter is %f metres and the area is %f sq. metres \n",perimeter, area);

return 0;

}

1. Write a C program that accepts the salary and age from the user and displays the same on the screen as output.

#include<stdio.h>

int main()

{

float salary;

int age;

printf("Enter the salary and age of the employee\n");

scanf("%f %d", &salary, &age);

printf("The salary is %f and the age is %d", salary, age);

return 0;

}

1. Write a program to arrange the following names in alphabetical order.

George

Albert Tina

Xavier

Roger

Tim

William

#include<stdio.h>

#include<string.h>

main()

{

int i,j,n;

char str[100][100],s[100];

printf("Enter number of names \n");

scanf("%d",&n);

printf("Enter names in any order\n");

for(i=0;i<n;i++)

{

scanf("%s",str[i]);

}

for(i=0;i<n;i++)

{

for(j=i+1;j<n;j++)

{

if(strcmp(str[i],str[j])>0)

{

strcpy(s,str[i]);

strcpy(str[i],str[j]);

strcpy(str[j],s);

}

}

}

printf("\nThe sorted order of alphabets are:\n");

for(i=0;i<n;i++)

{

printf("%s\n",str[i]);

}

}

1. What will be the value of the variables at the end in each of the following code statements:

1. int a=4^4

2. int a=23.34

3. a = 10 b = a + a++

4. a=-5 b=-a

1. 0

2. 23

3. 11, 21

4. -5, 5

1. Write a program that accepts the following numbers in an array and reverses the array. 34 45 56 67 89

#include<stdio.h>

int main()

{

int arr[] = {34, 45, 56, 67, 89};

int n = sizeof(arr) / sizeof(arr[0]);

for (int i=0; i < n; i++) printf("%d ", arr[i]);

printf("\n");

int temp;

int start = 0;

int end = n-1;

while (start < end)

{

temp = arr[start];

arr[start] = arr[end];

arr[end] = temp;

start++;

end--;

}

printf("Reversed array is \n");

for (int i=0; i < n; i++) printf("%d ", arr[i]);

printf("\n");

return 0;

}