
CS19003 Programming and Data Structures Assignment 1

General instruction to be followed strictly

1. Do not use any global variable unless you are explicitly instructed so.
 2. Use proper indentation in your code and comment.
 3. Name your file as <roll_no>_<assignment_no>. For example, if your roll number is 14CS10001 and you are submitting assignment 3, then name your file as 14CS10001_3.c or 14CS10001_3.cpp as applicable.
 4. Write your name, roll number, and assignment number at the beginning of your program.
 5. Make your program as efficient as possible.
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Part-I

Submit one (single) C program.

Write a C program to perform the following tasks.

1. Take as input the first 2 digits of your roll number. Let this number be a.
2. Next, take as input the next 2 characters of your roll number.
3. Then take as input the last 5 digits of your roll number. Let this number be b.
4. Print "Hello" followed by your full roll number. Eg. Hello 21CS10001.
5. Compute $y = 1.234 \times 10^5 + 7.5 \times 10^{-3} + b$.
6. Print y.
7. Compute $z = a++ + -b + b--$.
8. Print a,b,z at the end of the computations.

You may need to use math library function: `#include <math.h>`

If you want to compile using the terminal then use the command
`gcc ./program.c -lm`

Proper commenting, indentation and output commands carry marks.

Policy on Plagiarism

Academic integrity is expected of all the students. Ideally, you should work on the assignment/exam consulting only the material we share with you. You are required to properly mention/cite anything else you look at. Any student submitting plagiarised code will be penalised heavily. Repeated violators of our policy will be deregistered from the course. Read this to know what is plagiarism.