Lab1 > C 4.c > main()

```c
#include <stdio.h>

int main(){

    int n, m;

    scanf("%d", &n);
    scanf("%d", &m);
    int a[100][100];
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < m; j++) {
            scanf("%d", &a[i][j]);
        }
    }

    int mur = 0, bag = 0;

    for(int i = 0; i < n; i++) {
        for (int j = 0; j < m; j++) {
            mur += a[i][j];
            bag += a[j][i];
        }
        printf("%d-r muriin niilber:%d\n", i+1, mur);
        printf("%d-r baganiin niilber:%d\n", i+1, bag);
        bag = 0;
        mur = 0;
    }


    return 0;

}

// 4. N × M õýìæýýòýé õ³ñíýãòèéã ãàðààñ àâ÷ ì°ð á³ðèéí óòãóóäûí
// óòãóóäûí íèéëáýðèéã õýâëýí õàðóóë.

```


Lab1 > C 3.c > main()
typedef struct {
int a [2];
double d;
} struct_t ;
double fun (int i) {
volatile struct_t s;
s.d = 3.14;
s.a[i] = 1073741824;
return s.d;
}
int main() {
int n;
scanf("%d", &n);
for (int i = 0; i < n; i++) {
if(i < 0 || i >= 2){
printf("i = %d uyd aldaa\n", i);
}else{
printf("i = %d uyf %2f\n", i, fun(i));
}
}
return 0;
}

Lab1 > C 2.c > def(int)

```c
#include <stdio.h>
#include<math.h>

long long bin = 0;

void def(int too){
    int ihzereg = 0;
    while(pow(2, ihzereg) <= too){
        ihzereg++;
    }
    ihzereg--;

    bin += pow(10, ihzereg);
    too = too - pow(2, ihzereg);

    while(too > 0){
        def(too);
        return;
    }
}

int main() {

    int too;
    scanf("%d", &too);

    def(too);

    printf("%lld\n", bin);

    return 0;
}
```

5.

```c
#include <stdio.h>
int main() {



int n, m;
scanf("%d %d", &n, &m);
int a[100][100];

for(int i = 0; i < n; i++) {
for (int j = 0; j < m; j++) {
scanf("%d", &a[i][j]);
}
}
int tegsh = -1, sondgoi = -1;
for (int i = 0; i < n; i++) {
for (int j = 0; j < m; j++){
if(a[i][j] % 2 == 0){
if(tegsh == -1 || a[i][j] > tegsh){
tegsh = a[i][j];
}

}else{
if(sondgoi == -1 || a[i][j] > sondgoi){
sondgoi = a[i][j];
}
}
}
}
if(tegsh == -1){
printf("tegsh too baihgui\n");
}else{
printf("Hamgiin ih tesgh too: %d\n", tegsh);

}
if(sondgoi == -1){
printf("sondgoi too baihgui\n");
}else{
printf("Hamgiin ih sondgoi too: %d\n", sondgoi);
}

return 0;
```

```
}
```

6.

```
#include<stdio.h>

struct EngiinButarxai {
int d, n; // d - xurtver
// n - xuviar
};
typedef struct EngiinButarxai EngiinButarxai ;
/*
Nemex uildel
*/
int gcd(int a, int b) {
if (b == 0) return a;
return gcd(b, a % b);
}

EngiinButarxai add( EngiinButarxai a, EngiinButarxai b){
EngiinButarxai har;

if (a.n == 0 || b.n == 0){
printf("Aldaa! huvaari 0 bolomjgui utga uur utga oruul!\n");
har.n = 1;
har.d = 0;
return har;
}
har.n = a.n * b.n;
har.d = a.d * b.n + b.d * a.n;
int huvaagch = gcd(har.d, har.n);
har.n /=huvaagch;
har.d /= huvaagch;
return har;
} ;
/*
Xasax uildel
*/
EngiinButarxai sub( EngiinButarxai a, EngiinButarxai b){
EngiinButarxai har;
if (a.n == 0 || b.n == 0){
printf("Aldaa! huvaari 0 bolomjgui utga uur utga oruul!");
har.n = 1;
har.d = 0;
```

```
return har;
}
har.n = a.n * b.n;
har.d = a.d * b.n - b.d * a.n;
int huvaagch = gcd(har.d, har.n);
har.n /=huvaagch;
har.d /= huvaagch;
return har;
} ;
/*
Urjix uildel
*/
EngiinButarxai mult ( EngiinButarxai a, EngiinButarxai b){
EngiinButarxai har;
if (a.n == 0 || b.n == 0){
printf("Aldaa! huvaari 0 bolomjgui utga uur utga oruul!");
har.n = 1;
har.d = 0;
return har;
}

har.n = a.n * b.n;
har.d = a.d * b.d;
int huvaagch = gcd(har.d, har.n);
har.n /=huvaagch;
har.d /= huvaagch;
return har;

} ;
/*
Xuvaax uildel
*/
EngiinButarxai div( EngiinButarxai a, EngiinButarxai b) {
EngiinButarxai har;
if (a.n == 0 || b.n == 0){
printf("Aldaa! huvaari 0 bolomjgui utga uur utga oruul!");
har.n = 1;
har.d = 0;
return har;
}

har.n = a.n * b.d;
har.d = a.d * b.n;
```

```
int huvaagch = gcd(har.d, har.n);
har.n /=huvaagch;
har.d /= huvaagch;
return har;

};
/*
Hewlex uildel
*/
void print ( EngiinButarxai a){
printf("%d/%d\n", a.d, a.n);
} ;

int main ()
{
// funtsuudaa shalga
EngiinButarxai a = {2, 3}, b = {5, 6};
printf("a + b: ");
print(add(a, b));

printf("a - b ");
print(sub(a, b));

printf("a * b: ");
print(mult(a, b));

printf("a / b: ");
print(div(a, b));

return 0;
}
```