



DAYANANDA SAGAR  
UNIVERSITY



SCHOOL OF  
COMPUTER APPLICATIONS

## C Programming

### Assignment – 2 Control Structures, Arrays, and Strings

**Course: Fundamentals of Programming in C**

**Subject Instructor: Mohd Adil (Assistant Professor)** Semester:

**BCA – I**

- Attempt all questions.
- Write neat, well-indented code with comments.
- Mention your name, roll number, and section.
- Students are instructed to write their answers on A4-sized sheets or plain paper. •

Submission deadline: **7-November 2025**

**Q1.** Write a C program to check whether a given number is **even or odd** using an if-else

**Q2.** Write a C program to find the **largest among three numbers** using nested if statements.

**Q3.** Write a C program to display the **day of the week** (Monday to Sunday) based on a number (1–7) entered by the user using a **switch-case** statement.

**Q4.** Write a C program to find the **grade** of a student based on marks using **if-else if ladder**:

(Example: marks  $\geq 90 \rightarrow$  Grade A, marks  $\geq 75 \rightarrow$  Grade B, marks  $\geq 60 \rightarrow$  Grade C, else  $\rightarrow$  Fail)

**Q5.** Write a C program to print the **sum of first 10 natural numbers** using a **for loop**.

**Q6.** Write a C program to find the factorial of a number using a **while loop**.

**Q7.** Write a C program to display the multiplication table of a number using **do-while loop**

- I. Write a C program to display numbers from 1 to 50.
  - Use the **continue** statement to **skip multiples of 5**.
  - Use the **break** statement to stop the loop if the number is greater than 40.

**Q8** Write a C program to print the following **number pyramid** pattern:

```
1  
1 2 1  
1 2 3 2 1  
1 2 3 4 3 2 1  
1 2 3 4 5 4 3 2 1
```

**Q9.** Write a C program to:

- Declare and initialize a **one-dimensional array** of 5 integers.
- Input values from the user and find the **maximum element** in the array.

**Q10.** Write a C program to:

- Read a **string** from the user and display.
- Display the **length of the string** and **reverse** the string without using built-in string handling functions