Q-2 Write a program to make Simple calculator (to make addition, subtraction, multiplication, division and modulo)

```
A-2
#include<stdio.h>
void main()
{
    int a;
    int b;
    printf("\n\t----");
         printf("\n\tEnter the first number = ");
         scanf("%d",&a);
         printf("\n\tEnter the second number = ");
         scanf("%d",&b);
     printf("\n\t----");
         printf("\n\tADD = %d",a+b);
         printf("\n\tSUB = %d",a-b);
         printf("\n\tMUL = %d",a*b);
         printf("\n\tDIV = %.2f",((float)a/b));
         printf("\n\tMODULO = %d",a%b);
```

## **OUTPUT:-**

```
Enter the first number = 20
        Enter the second number = 10
        ADD = 30
        SUB = 10
        MUL = 200
        DIV = 2.00
        MODULO = 0
Process exited after 13.98 seconds with return value 12
Press any key to continue . . .
```

```
Q-3 WAP to find area of circle, rectangle and triangle A-3
```

Area of circle =  $A = \pi r^2$ 

# **Area of Rectangle = length\*width**

#include<stdio.h>

}

```
void main ()
{
    float length,width,area;
    printf("\t----AREA OF RECTANGLE----");
    printf("\n\tEnter length rectangle = ");
    scanf("%f",&length);
    printf("\n\tENTER WIDTH OF RECTANGLE = ");
    scanf("%f",&width);
    area = 2(length*width);
    printf("\n\t------");
    printf("\n\t AREA OF RECTANGLE IS %.0f",area);
```

#### **OUTPUT:-**

# Area of Triangle = base \* height / 2

```
#include<stdio.h>

void main()
{
    int b,h;
    float area;
    printf("-------");
    printf("\nEnter base of triangle = ");
    scanf("%d,",&b);
    printf("Enter height of triangle = ");
    scanf("%d,",&h);

    area = (b*h)/2;
    printf("------");
    printf("\nArea of triangle = %.0f",area);
}
OUTPUT :-
```

```
Q-4 WAP to find simple interest
A-4
Simple Interest (SI) = P × R × N / 100
i = simple interest
p= principal amount
r = rate of interest
n = number of years
```

Time	Simple interest Formula	Explanation
Years	PTR/100	T = Number of years
Months	(P × n × R)/ (12 ×100)	n = Number of months
Days	(P × d × R)/ (365 ×100)	d = Number of days (non-leap year)

```
#include<stdio.h>
void main()
{
    int n;
    float p,r,i;
    printf("------");
    printf("\n\tEnter Principal Amount = ");
    scanf("%f",&p);
    printf("\n\tEnter Rate of Interest(%) = ");
    scanf("%f",&r);
    printf("\n\tEnter Months of Interest = ");
    scanf("%d",&n);
    i = (p*r*n)/1200;
    printf("-------");
    printf("\n\tSimple Interest = %.0f",i);
```

}

### **OUTPUT:-**

```
Enter Principal Amount = 12000
Enter Rate of Interest(%) = 12
Enter Months of Interest = 12

Simple Interest = 1440/-

Process exited after 21.33 seconds with return value 26
Press any key to continue . . .
```

```
Q-5 WAP to check if the given year is a leap year or not.
A-5
#include <stdio.h>
void main()
{
 int year;
 printf("-----");
 printf("\nEnter a year: ");
 scanf("%d", &year);
          // leap year if perfectly divisible by 400
 if (year % 400 == 0)
 {
   printf("%d is a leap year.", year);
      // not a leap year if divisible by 100
      // but not divisible by 400
 else if (year % 100 == 0)
   printf("%d is not a leap year.", year);
   printf("----");
 }
          // but divisible by 4
 else if (year \% 4 == 0)
 {
   printf("%d is a leap year.", year);
   printf("----");
 }
          // all other years are not leap years
 else
 {
   printf("%d is not a leap year.", year);
 }
}
```

## OUTPUT :-

```
Q-6 WAP to convert years into days and days into years
A-6 #include<stdio.h>
void main()
{
    float day,year,cnvrt_year,cnvrt_day;
    printf("----");
    printf("\n\t Enter Days = ");
    scanf("%f",&day);
    cnvrt_year = day/365;
    printf("\t Converted Days In To Year = %.0f",cnvrt_year);
    printf("\n----");
    printf("\n\t Enter Year = ");
    scanf("%f",&year);
    cnvrt day = year*365;
    printf("\t Converted Years In TO Day = %.0f",cnvrt_day);
}
```

#### **OUTPUT:-**

```
Enter Days = 730
Converted Days In To Year = 2
Enter Year = 2.6
Converted Years In TO Day = 949
Process exited after 81.58 seconds with return value 33
Press any key to continue . . .
```