Practice Set-4: Input and Output Statements

1. Write an application program in 'C' language name **ps4q1.c** to display the following statements on the console in the given sequence and format: -

   // This is a comment line in C\C++
   [Hint: Starting Cursor Position = (**25, 3**)]
   /* This is also a comment line in C\C++ */
   [Hint: Starting Cursor Position = (**25, 6**)]
   // This is used for a single line comment
   [Hint: Starting Cursor Position = (**25, 9**)]
   /* This is used for multi-line comments */
   [Hint: Starting Cursor Position = (**25, 12**)]
   "Comment lines are not compiled"
   [Hint: Starting Cursor Position = (**25, 15**]
   "Comment lines are simply ignored"
   [Hint: Starting Cursor Position = (**25, 18**)]
   "Comment lines are used in the program for the readability purpose"
   [Hint: Starting Cursor Position = (**25, 21**)]
   "We can use comment lines to make our programs more readable"
   [Hint: Starting Cursor Position = (**25, 24**)]

   [Hint: Use **gotoxy**()]

   Note: Each statement should be displayed one by one after 2-2 seconds.

2. Write an application program in 'C' language name **ps4q2.c** to display the following statements on the standard output device in the given sequence and format: -

   "First Play in the Game, and then decide how to play the game."
   [Hint: Starting Cursor Position = (**25, 30**)]
   "First Play in the Game,

   [Hint: Starting Cursor Position = (**25, 35**)]
   and then decide

   [Hint: Starting Cursor Position = (**25, 37**)]
   how to play the game."

   [Hint: Starting Cursor Position = (**25, 39**)]

   [Hint: Use **gotoxy()**]

   Note: Each statement should be displayed one by one after 2-2 seconds.