Practice Set-6: Operators

1. Write a program to accept any two numbers from user, also perform all the simple arithmetical operations such as addition, subtraction, multiplication, division, remainder and average and display the result on the console.

2. Write a program to accept any three digits number from user, calculate and display the last digit of the number on the console.

3. Write a program to accept any three digits number from user, calculate and display the first digit of the number on the console.

4. Write a program to accept any three digits number from user, calculate and display the middle digit of the number on the console.

5. Write a program to accept any three digits number from user, calculate and display the sum of first and the last digits of the number the console.

6. Write a program to accept any three digits number from user, calculate and display the sum of all the digits of the number on the console.

7. Write a program to accept any five digits number from user, calculate the sum of the first digit, middle digit, and the last digit, also display the result.

8. Write a program to accept any five digits number from user, calculate the sum of the second and the fourth digit, also display the result on the console.

9. Write a program to accept any seven digits number from user, calculate the sum of the first digit, third digit, fifth digit, and the last digit, also display the result on the console.

10. Write a program to accept any seven digits number from user, calculate the sum of the second digit, fourth digit, and the sixth digit, also display the result on the console.

11. Write a program to accept any seven digits number from user, calculate the sum, prod, average value of the digits, also display the result on the console.

12. Write a program to accept any three digits number, calculate the reverse value.

13. Write a program to define two variables with the initial values 20 and 30 respectively, swap or interchange their values using any third variable and assignment operator, also display the result from variables after swapping

14. Write a program to define two variables with the initial values 20 and 30 respectively, swap their values without using any third variable. Use the addition (+) and subtraction (-) operators.

15. Write a program to define two variables with the initial values 20 and 30 respectively, swap their values using multiplication and division operators.

16. Write a program to define two variables with the initial values 20 and 30 respectively, swap or interchange their values using bitwise operators.

17. Write a program to accept the length and width of a rectangle from user, calculate and display the area and the perimeter of the rectangle.

18. Write a program to accept the radius of a circle, calculate and display the area, diameter, and the circumference of the circle.

19. Write a program to accept the principal amount, time, and rate of interest, calculate and display the simple interest.

20. Write a program to accept the length of side of a square calculate and display the area and perimeter of the square.

21. Write a program to accept any number from user, calculate and display the square value of the given number.

22. Write a program to accept any number from user, calculate and display the cube value of the given number.

23. Write a program to accept any number from user, calculate and display the quad value of the given number.

24. Write a program to accept any number, calculate and display the square root