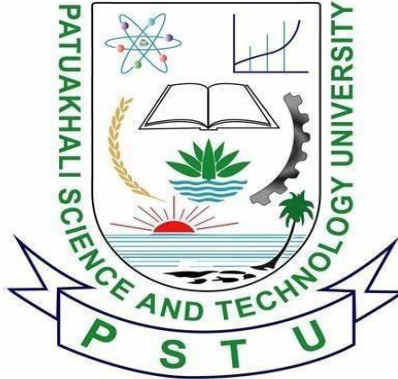


# PATUAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY



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Course Code: CIT-112

## **SUBMITTED TO:**

MD Mahbubur Rahman Sir

**Department of Computer Science And Communication**

**Engineering**

**Faculty of Computer Science And Engineering**

## **SUBMITTED BY:**

Name: MD Noushad Bhuiyan

ID: 20210238, Registration No: 10165

Faculty of Computer Science and Engineering

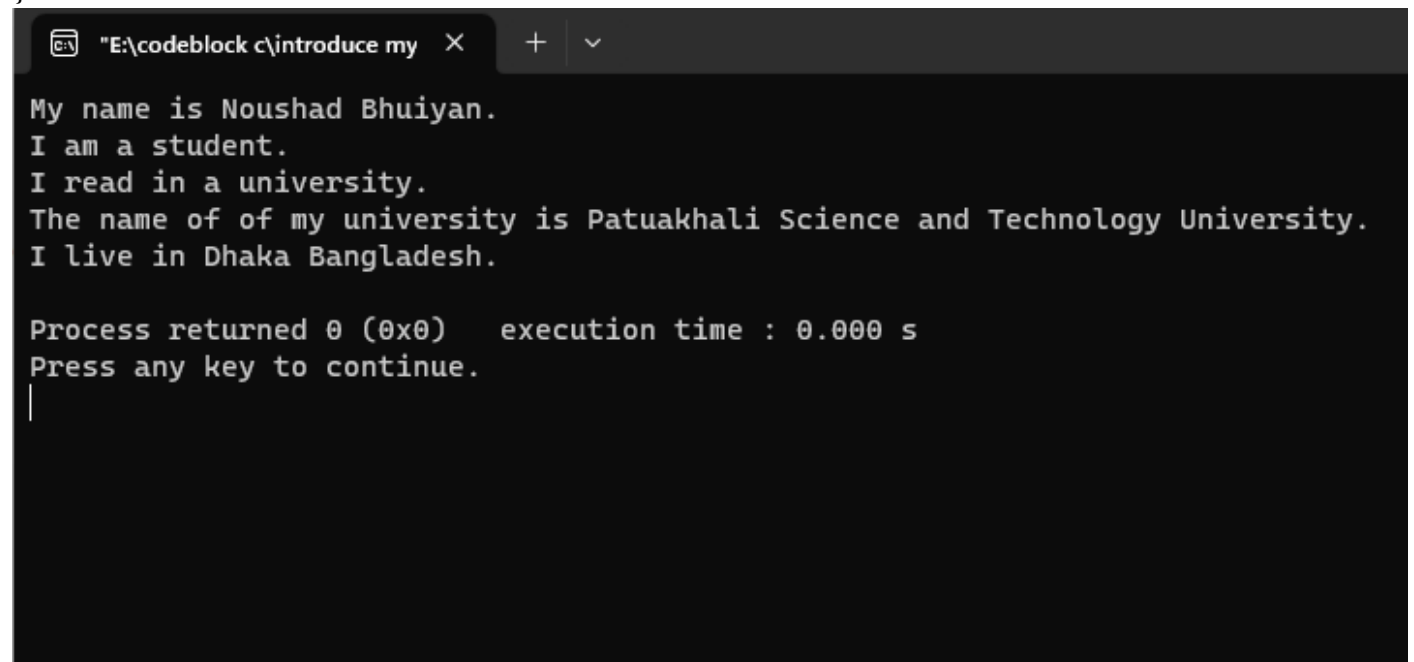
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**Date of submission: 8-3-2023**

# 1.My introduction

```
#include<stdio.h>
int main()
{
    printf("My name is Noushad Bhuiyan.\n");
    printf("I am a student.\n");
    printf("I read in a university.\n");
    printf("The name of of my university is Patuakhali Science and Technology University.\n");
    printf("I live in Dhaka Bangladesh.\n");

    return 0;
}
```



```
"E:\codeblock c\introduce my" × + v
My name is Noushad Bhuiyan.
I am a student.
I read in a university.
The name of of my university is Patuakhali Science and Technology University.
I live in Dhaka Bangladesh.

Process returned 0 (0x0)    execution time : 0.000 s
Press any key to continue.
|
```

## 2.Numeracy of guna

```
#include<stdio.h>

int main(){

int a,n;

printf("Enter N value:");

scanf("%d",&n);

for(a=1;a<=10;a++){

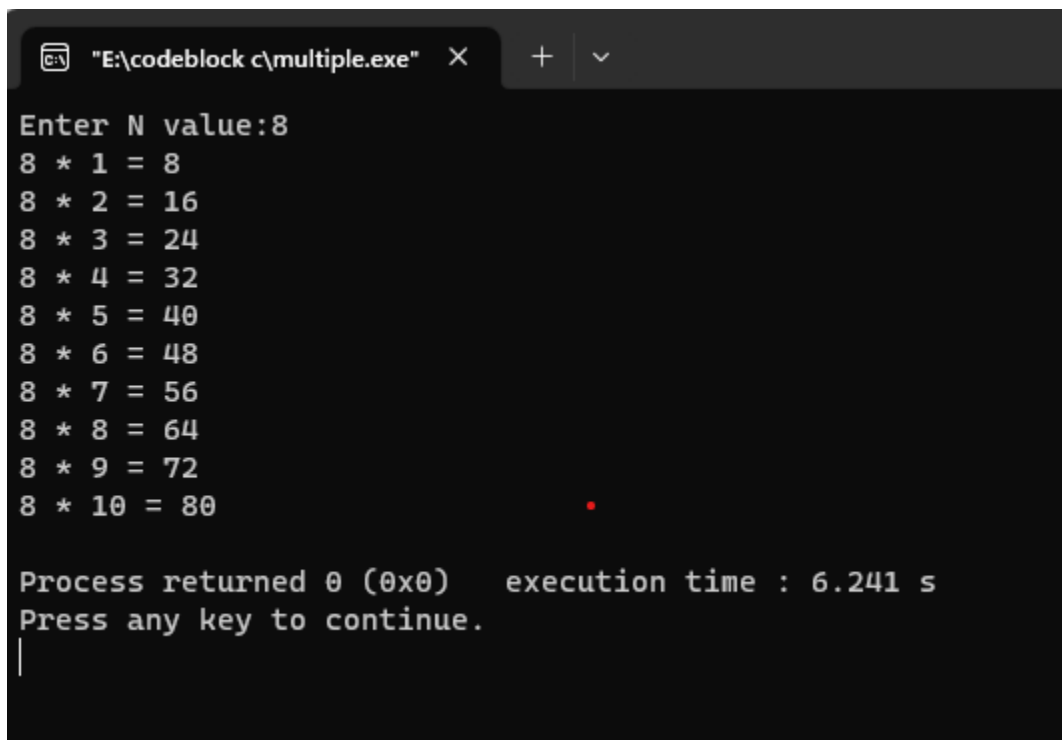
    printf("%d * %d = %d",n,a,a*n);

    printf("\n");

}

return 0;

}
```



```
"E:\codeblock c\multiple.exe" X + v

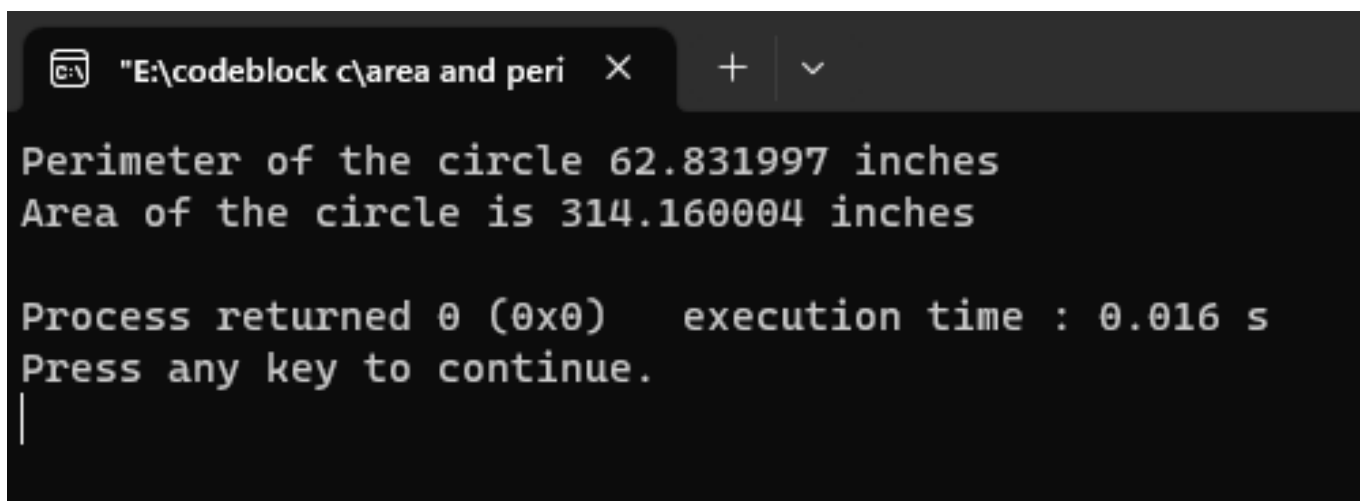
Enter N value:8
8 * 1 = 8
8 * 2 = 16
8 * 3 = 24
8 * 4 = 32
8 * 5 = 40
8 * 6 = 48
8 * 7 = 56
8 * 8 = 64
8 * 9 = 72
8 * 10 = 80

Process returned 0 (0x0)   execution time : 6.241 s
Press any key to continue.
|
```

### 3.Perimeter and Area of a circle

```
#include<stdio.h>

int main()
{
    //area and perimeter of a circle
    float r,area,perimeter,pai;
    pai=3.1416;
    r=10;
    perimeter= 2*pai*r;
    area=pai*r*r;
    printf("Perimeter of the circle %f inches\n",perimeter);
    printf("Area of the circle is %f inches\n",area);
    return 0;
}
```



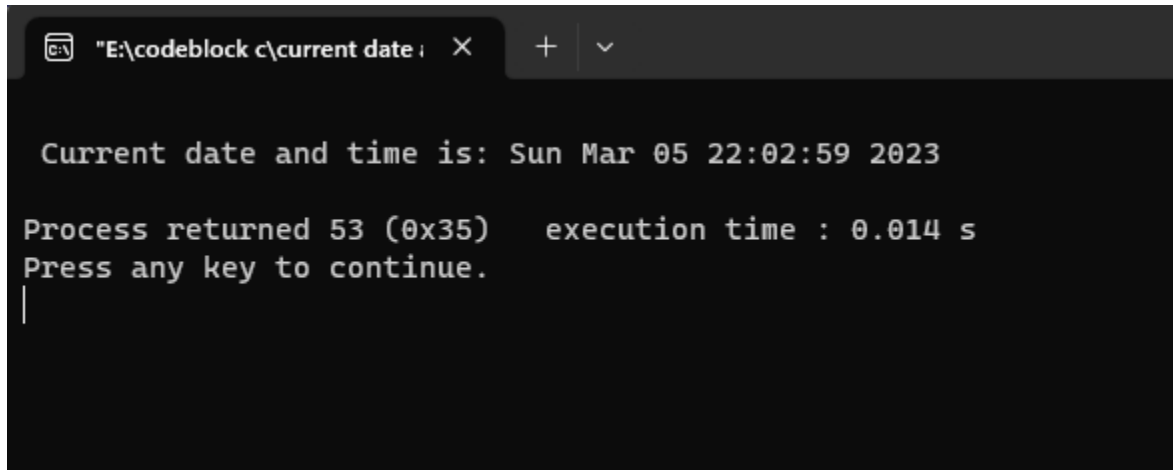
The screenshot shows a terminal window with a dark background. The title bar at the top indicates the file path "E:\codeblock c\area and peri" and includes standard window controls. The terminal output displays the results of the program: "Perimeter of the circle 62.831997 inches" and "Area of the circle is 314.160004 inches". Below this, it shows "Process returned 0 (0x0) execution time : 0.016 s" and "Press any key to continue." with a cursor on the line below.

```
"E:\codeblock c\area and peri" X + v
Perimeter of the circle 62.831997 inches
Area of the circle is 314.160004 inches

Process returned 0 (0x0) execution time : 0.016 s
Press any key to continue.
|
```

## 4.Current Date and time

```
#include<stdio.h>
#include<time.h>
void main()
{
    time_t t = time(NULL);
    printf("\n Current date and time is: %s",ctime(&t));
}
```



The screenshot shows a code editor window with a single tab titled "E:\codeblock c\current date :". The editor contains the C code from the previous block. Below the code, the output of the program is displayed in a terminal-like font. The output shows the current date and time as "Sun Mar 05 22:02:59 2023". Below this, it states "Process returned 53 (0x35) execution time : 0.014 s" and "Press any key to continue." with a cursor on the next line.

```
"E:\codeblock c\current date :  X  +  v

Current date and time is: Sun Mar 05 22:02:59 2023

Process returned 53 (0x35)  execution time : 0.014 s
Press any key to continue.
|
```

## 5.FC

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

```
int main ()
```

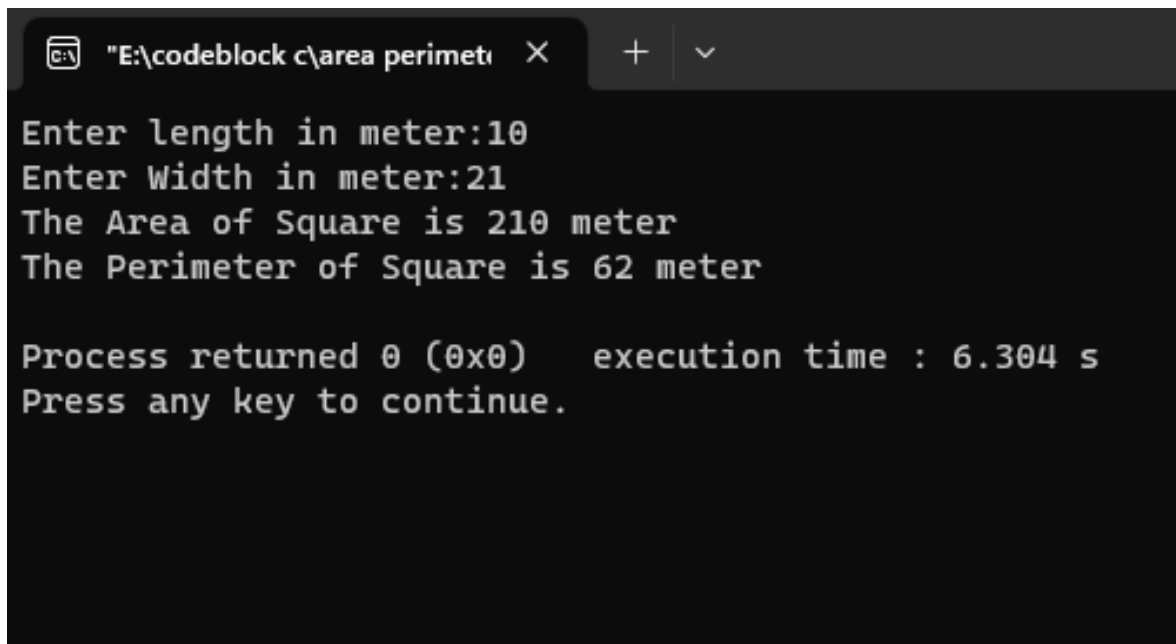
```
{
    //type FC in # icon
    printf("#####\n");
    printf("#\n");
    printf("#\n");
    printf("#####\n");
    printf("#\n");
    printf("#\n");
    printf("#\n");
    printf("\n"); printf("\n");
    printf("   #####\n");
    printf("  ##   ##\n");
    printf(" #\n");
    printf(" #\n");
    printf(" #\n");
    printf(" ##   ##\n");
    printf("   #####\n");
    return 0;}
}
```

[illegible]

## 6.Area And Perimeter of a Square

```
#include<stdio.h>

int main()
{
    int l,w,a,p;
    //l=length w= width a=area p=perimeter
    printf("Enter length in meter:");
    scanf("%d",&l);
    printf("Enter Width in meter:");
    scanf("%d",&w);
    p=2*(l+w);
    a=l*w;
    printf("The Area of Square is %d meter\n",a);
    printf("The Perimeter of Square is %d meter\n",p);
    return 0;
}
```



The screenshot shows a code editor window with a single tab titled "E:\codeblock c\area perimet". The editor contains the C code from the previous block. Below the code, the output of the program is displayed in a terminal window. The output shows the user entering '10' for length and '21' for width, followed by the calculated area (210) and perimeter (62). The terminal also shows the process returning 0 and the execution time being 6.304 seconds.

```
Enter length in meter:10
Enter Width in meter:21
The Area of Square is 210 meter
The Perimeter of Square is 62 meter

Process returned 0 (0x0)   execution time : 6.304 s
Press any key to continue.
```

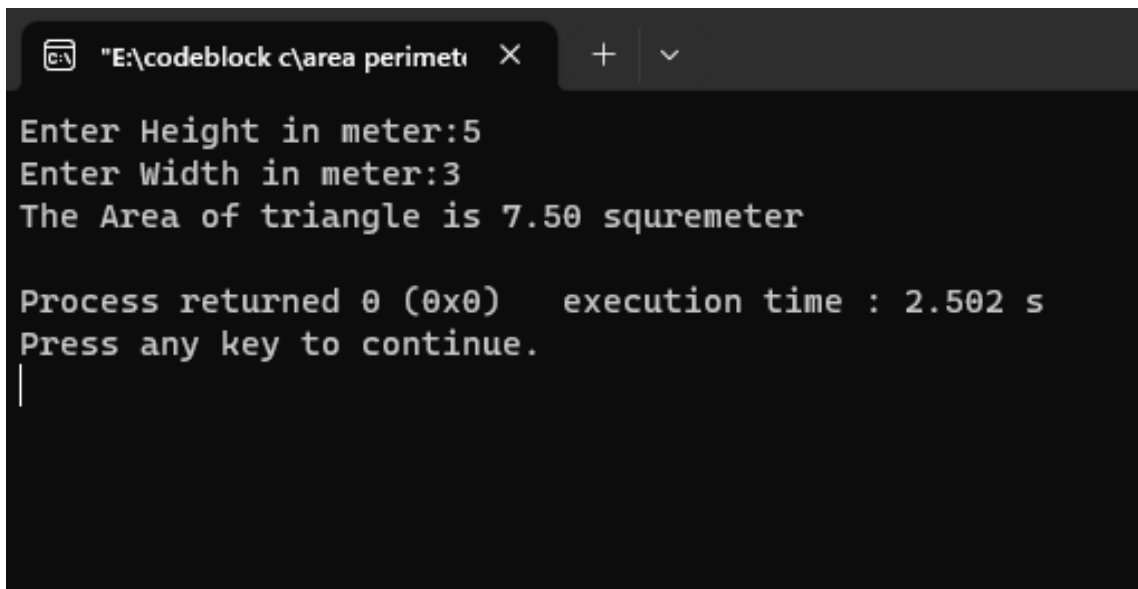
## 7.Area of a Triangle

```
#include<stdio.h>

int main()
{
    int h,w;
    float a;
    //h=height w= width a=area p=perimeter
    printf("Enter Height in meter:");
    scanf("%d",&h);
    printf("Enter Width in meter:");
    scanf("%d",&w);

    a=0.5*(h*w);
    printf("The Area of triangle is %.2f squremeter\n",a);

    return 0;
}
```



```
"E:\codeblock c\area perimet" X + v
Enter Height in meter:5
Enter Width in meter:3
The Area of triangle is 7.50 squremeter

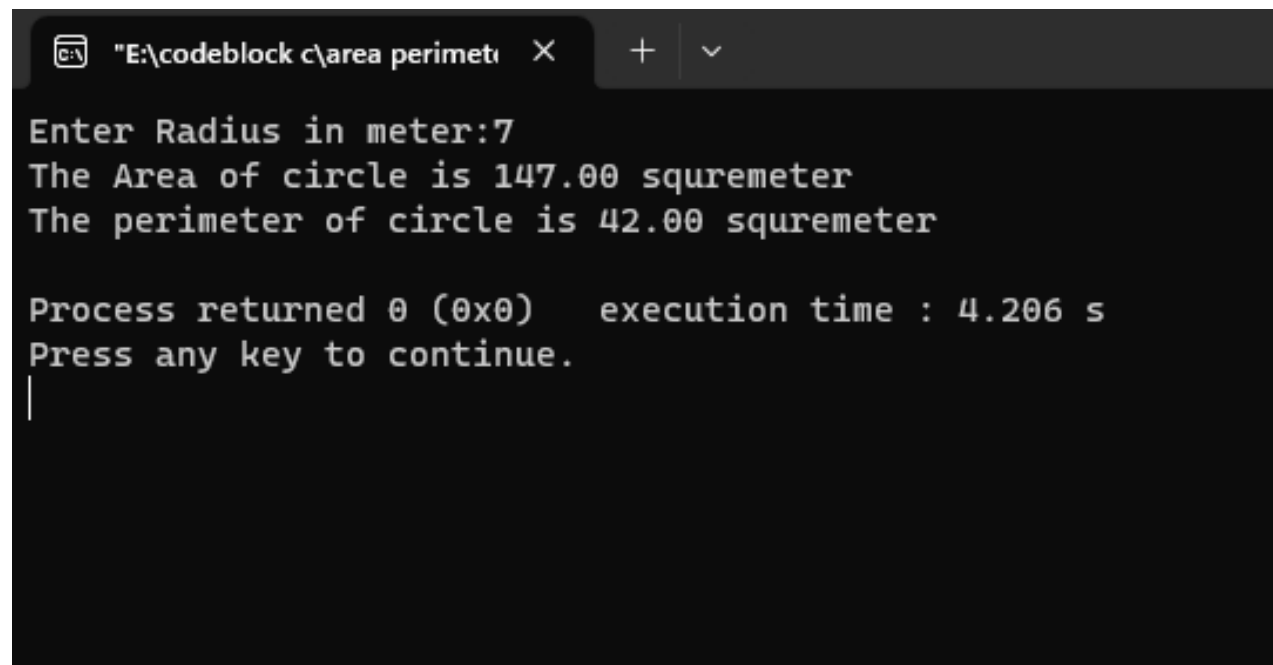
Process returned 0 (0x0)   execution time : 2.502 s
Press any key to continue.
|
```



## 8.Area and Perimeter of a Circle

```
#include<stdio.h>

int main()
{
    int r,x;
    float a,p;
    x=3.1416;
    //r=radius x=pai a=area p=perimeter
    printf("Enter Radius in meter:");
    scanf("%d",&r);
    a=x*r*r;
    p=2*x*r;
    printf("The Area of circle is %.2f squremeter\n",a);
    printf("The perimeter of circle is %.2f squremeter\n",p);
    return 0;
}
```



```
"E:\codeblock c\area perimet" X + v
Enter Radius in meter:7
The Area of circle is 147.00 squremeter
The perimeter of circle is 42.00 squremeter

Process returned 0 (0x0)   execution time : 4.206 s
Press any key to continue.
|
```

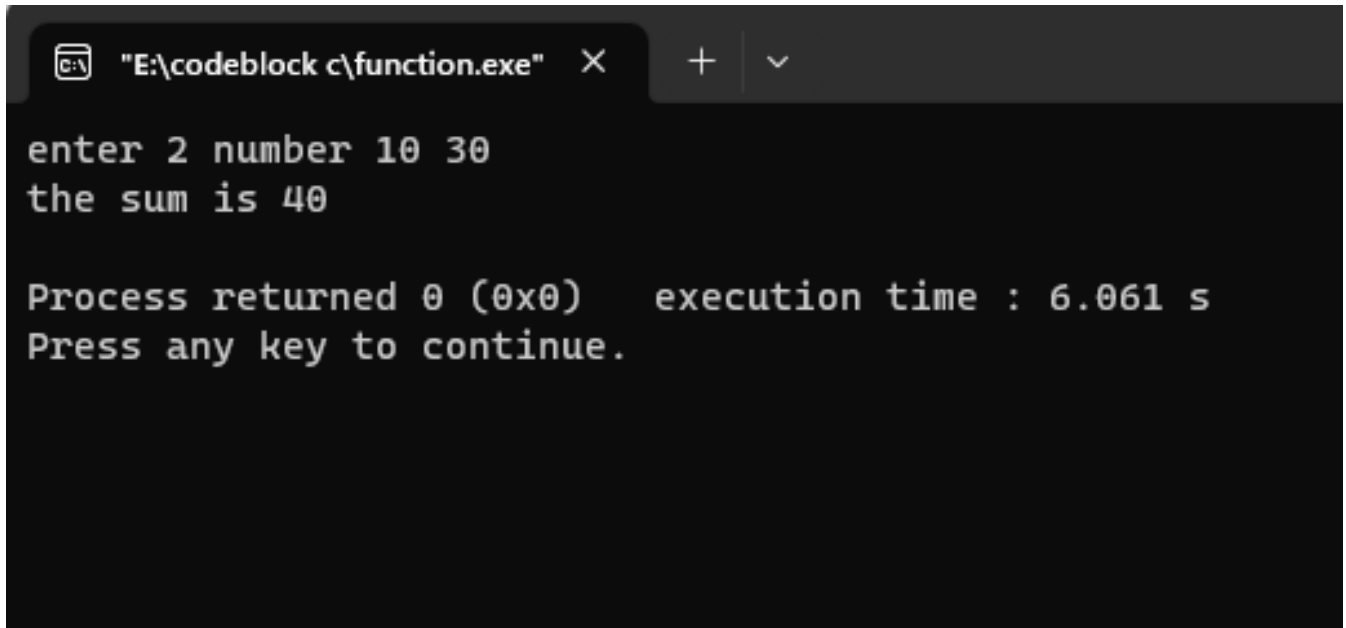
## 9. Sum using Function

```
#include<stdio.h>

int main()
{
    int num1,num2;
    printf("enter 2 number");
    scanf("%d %d",&num1,&num2);
    printf("the sum is %d\n",sum(num1,num2));

}

int sum(int x,int y)
{
    return x+y;
}
```



```
"E:\codeblock c\function.exe" X + v

enter 2 number 10 30
the sum is 40

Process returned 0 (0x0)    execution time : 6.061 s
Press any key to continue.
```

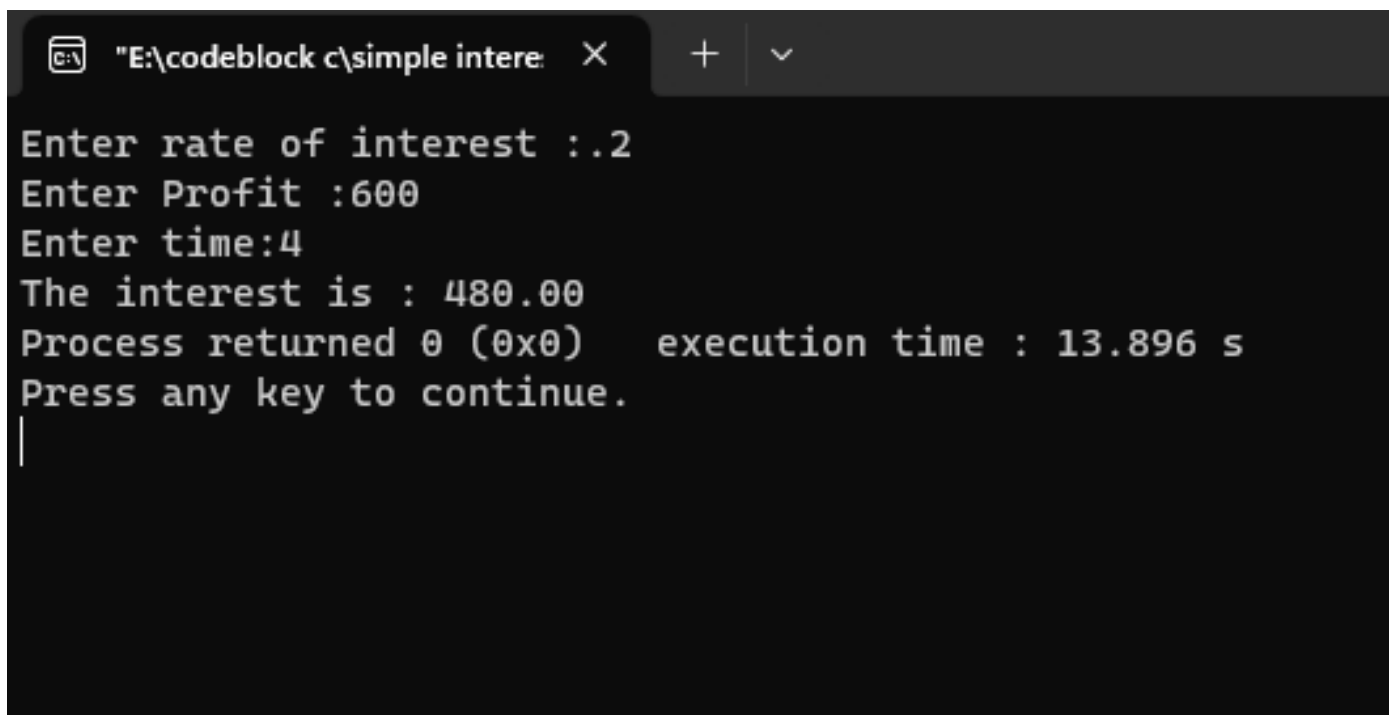
## 10. Distance of 2 point

```
#include<stdio.h>

int main()
{
    float r,n,p,i;
    printf("Enter rate of interest :");
    scanf("%f",&r);
    printf("Enter Profit :");
    scanf("%f",&p);
    printf("Enter time:");
    scanf("%f",&n);

    i=p*n*r;
    printf("The interest is : %.2f",i);

}
```



The screenshot shows a code editor window with a single tab titled "E:\codeblock c\simple intere". The editor contains the C program code from the previous block. Below the code, the output of the program is displayed in a terminal-like window. The output shows the user entering values for rate of interest (0.2), Profit (600), and time (4). The program then calculates and displays the interest as 480.00. It also shows the process returned 0 (0x0) and the execution time was 13.896 seconds. The prompt "Press any key to continue." is shown at the bottom with a cursor line.

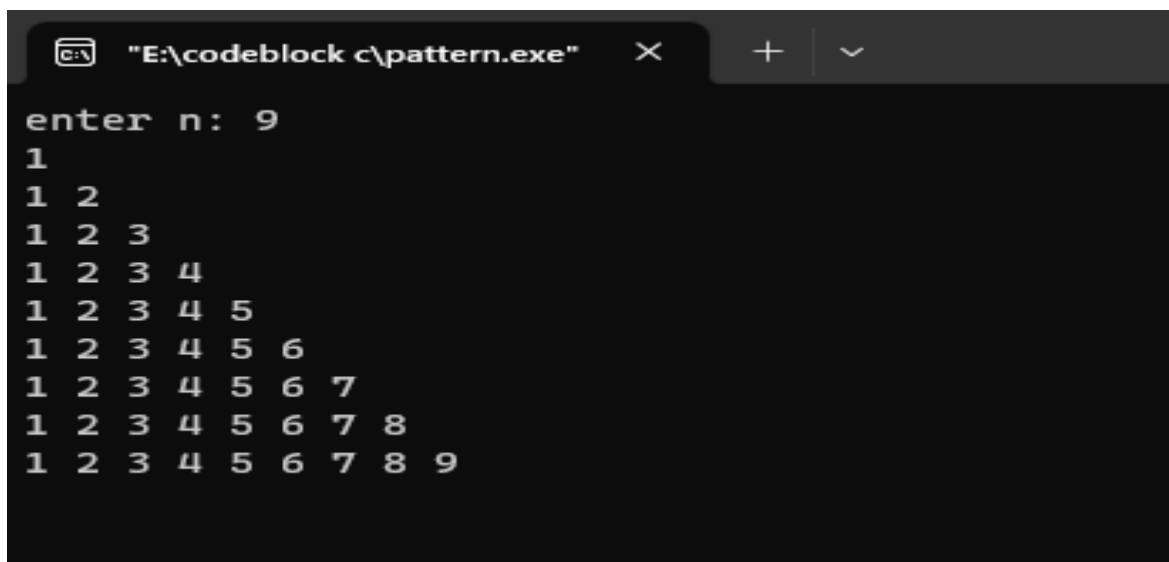
```
"E:\codeblock c\simple intere" X + v
Enter rate of interest :.2
Enter Profit :600
Enter time:4
The interest is : 480.00
Process returned 0 (0x0)    execution time : 13.896 s
Press any key to continue.
|
```

## 11. Pattern 1,2,3,4.....n. Type1

```
#include<stdio.h>

int main()
{
    int n,r,c;
    printf("enter n: ");
    scanf("%d",&n);
    for(r=1;r<=n;r++)
    {
        for(c=1;c<=r;c++)
            printf("%d ",c);
        printf("\n");
    }

    getch();
}
```



```
"E:\codeblock c\pattern.exe" X + v
enter n: 9
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
1 2 3 4 5 6
1 2 3 4 5 6 7
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8 9
```

## 12. Pattern 1,2,3,4.....n. Type2

```
#include<stdio.h>

int main()
{
    int n,r,c;
    printf("enter n: ");
    scanf("%d",&n);
    for(r=1;r<=n;r++)
    {
        for(c=1;c<=r;c++)
            printf("%d ",r);
        printf("\n");
    }

    getch();
}
```

```
"E:\codeblock c\pattern.exe" X + v
enter n: 8
1
2 2
3 3 3
4 4 4 4
5 5 5 5 5
6 6 6 6 6 6
7 7 7 7 7 7 7
8 8 8 8 8 8 8 8

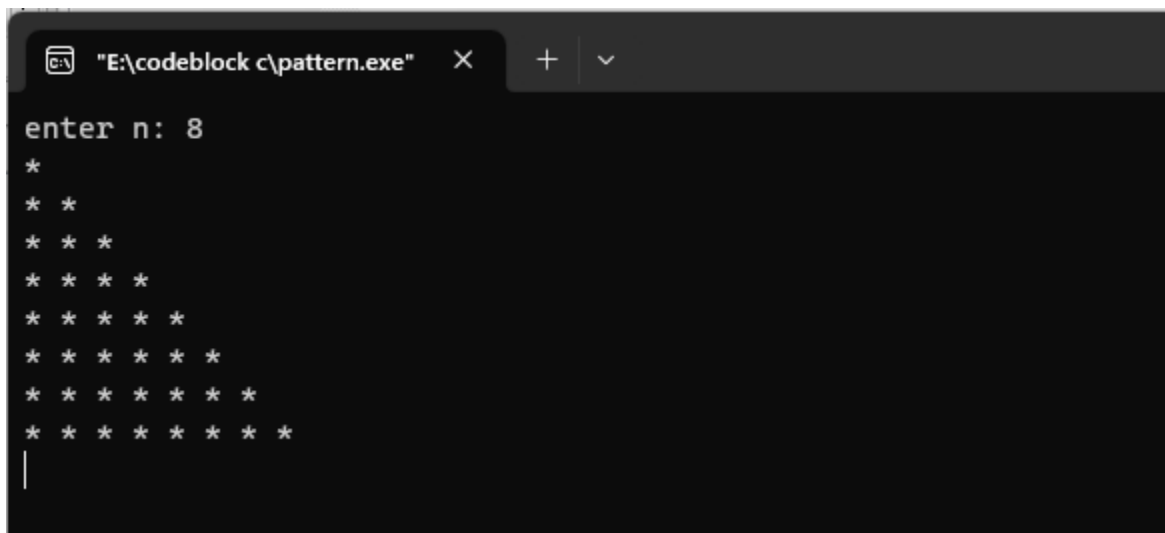
Process returned 0 (0x0)   execution time : 4.103 s
Press any key to continue.
```

## 13. Pattern \* Type

```
#include<stdio.h>

int main()
{
    int n,r,c;
    printf("enter n: ");
    scanf("%d",&n);
    for(r=1;r<=n;r++)
    {
        for(c=1;c<=r;c++)
            printf("* ");
        printf("\n");
    }

    getch();
}
```



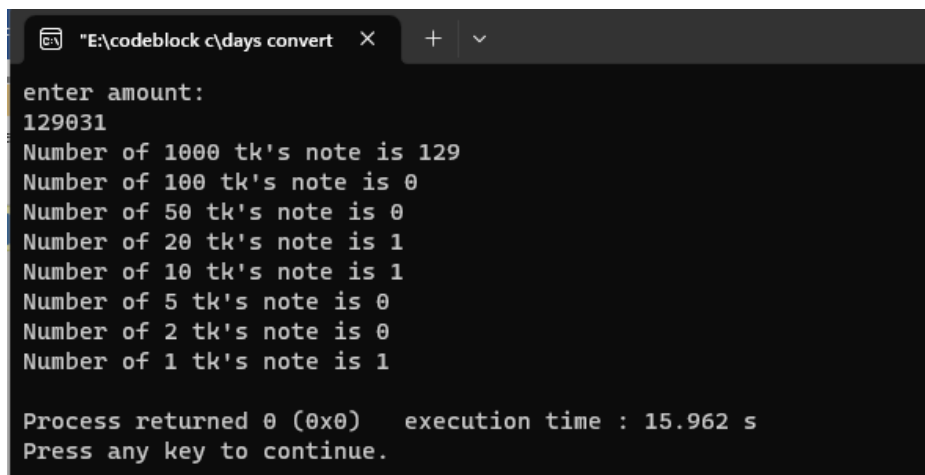
The screenshot shows a code editor window with the title bar "E:\codeblock c\pattern.exe". The program has been executed, and the output is displayed in the console. The prompt "enter n: 8" has been entered, and the program has printed a pattern of asterisks. The pattern consists of 8 rows, with the number of asterisks in each row increasing from 1 to 8. The asterisks are separated by a space, and each row is followed by a newline character.

```
enter n: 8
*
* *
* * *
* * * *
* * * * *
* * * * * *
* * * * * * *
* * * * * * * *
```

### 13. Number of notes in amount

```
#include<stdio.h>

int main()
{
    int a,t,raf,f,rah,h,raf,tw,raf,tw,ten,raten,five,rafive,two,one;
    printf("enter amount: \n");
    scanf("%d",&a);
    t=a/1000,raf=a%1000,h=raf/100,rah=raf%100,f=rah/50;
    raf=rah%50,tw=raf/20,raf=raf%20,ten=raf/10,raten=raf%10,five=raten/5;
    rafive=raten%5,two=rafive/2,one=rafive%2;
    printf("Number of 1000 tk's note is %d\n",t);
    printf("Number of 100 tk's note is %d\n",h);
    printf("Number of 50 tk's note is %d\n",f);
    printf("Number of 20 tk's note is %d\n",tw);
    printf("Number of 10 tk's note is %d\n",ten);
    printf("Number of 5 tk's note is %d\n",five);
    printf("Number of 2 tk's note is %d\n",two);
    printf("Number of 1 tk's note is %d\n",one);
    return 0;
}
```



```
"E:\codeblock c\days convert" X + v
enter amount:
129031
Number of 1000 tk's note is 129
Number of 100 tk's note is 0
Number of 50 tk's note is 0
Number of 20 tk's note is 1
Number of 10 tk's note is 1
Number of 5 tk's note is 0
Number of 2 tk's note is 0
Number of 1 tk's note is 1

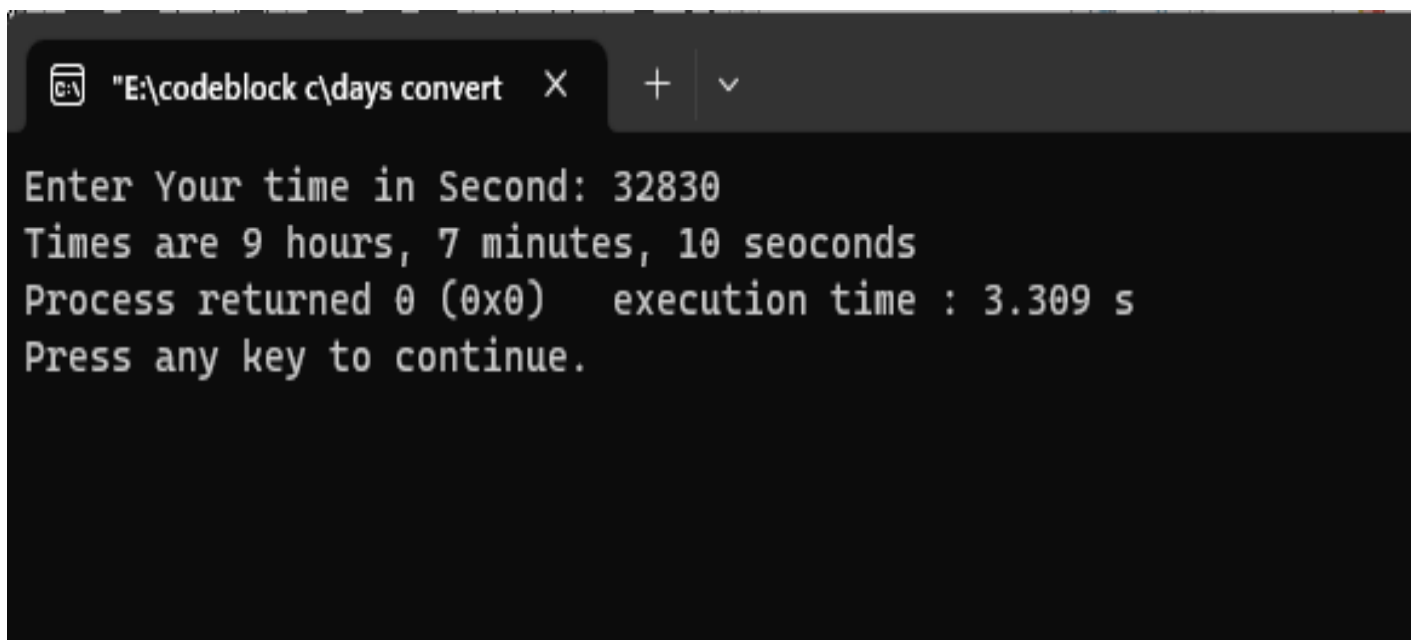
Process returned 0 (0x0)   execution time : 15.962 s
Press any key to continue.
```

## 15. Times in Hours,Minutes,Seconds

```
#include<stdio.h>

int main()
{
    int h,m,s,t,rh;
    printf("Enter Your time in Second: ");
    scanf("%d",&t);

    //rh=remain second after getting hours
    h=t/3600;
    rh=t%3600;
    m=rh/60;
    s=rh%60;
    printf("Times are %d hours, %d minutes, %d seoconds",h,m,s);
    return 0;
}
```



```
"E:\codeblock c\days convert" X + v
Enter Your time in Second: 32830
Times are 9 hours, 7 minutes, 10 seoconds
Process returned 0 (0x0) execution time : 3.309 s
Press any key to continue.
```



## 16.Days in years, months, weeks, days

```
#include<stdio.h>

int main()
{
    int year,t,rd,rd2,month,week,days;
    printf("Enter days numbers: ");
    scanf("%d",&t);

    //rh=remain second after getting hours
    year=t/365;
    rd=t%365;
    month=rd/30;
    rd2=rd%30;
    week=rd2/7;
    days=rd2%7;

    printf("Days are %d years, %d months, %d weeks, %d days",year,month,week,days);
    return 0;
}
```

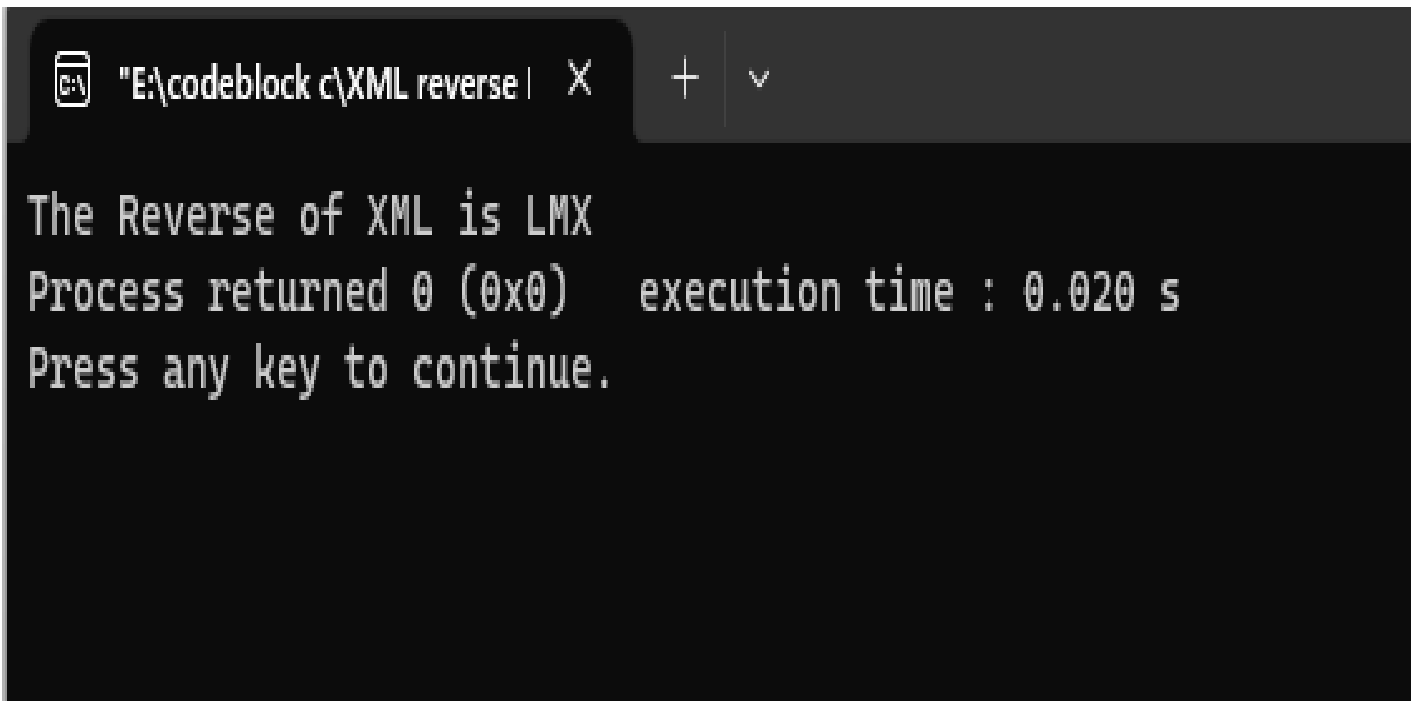
```
"E:\codeblock c\days convert" X + v
Enter days numbers: 32323
Days are 88 years, 6 months, 3 weeks, 2 days
Process returned 0 (0x0) execution time : 3.050 s
Press any key to continue.
```

## 17. XML in Reverse LMX

```
#include<stdio.h>

int main()
{
    char a, b, c;
    a='X';
    b='M';
    c='L';
    printf("The Reverse of %c%c%c is %c%c%c",a, b, c, c, b, a);

}
```

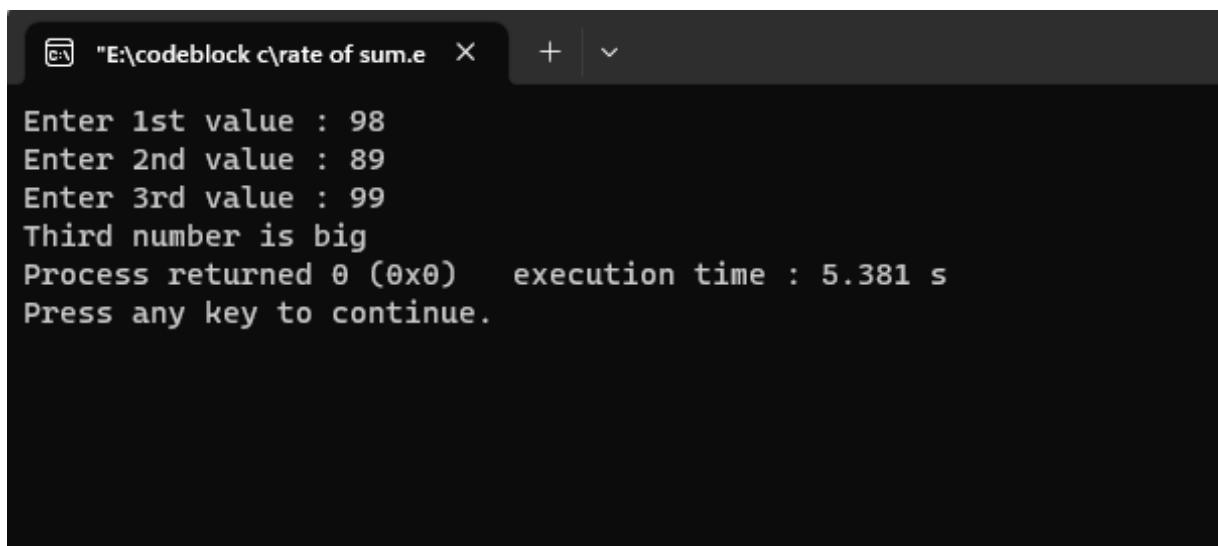


```
"E:\codeblock c\XML reverse | X + v
The Reverse of XML is LMX
Process returned 0 (0x0)   execution time : 0.020 s
Press any key to continue.
```

## 18. large number between 3 numbers

```
#include<stdio.h>

int main()
{
    float a,b,c,d,e,x;
    printf("Enter 1st value : ");
    scanf("%f",&a);
    printf("Enter 2nd value : ");
    scanf("%f",&b);
    printf("Enter 3rd value : ");
    scanf("%f",&c);
    if ((a>b)&&(a>c))
        printf("a is big");
    else if ((b>c)&&(b>a))
        printf("b is big");
    else
        printf("c is big");
    return 0 ;}
```

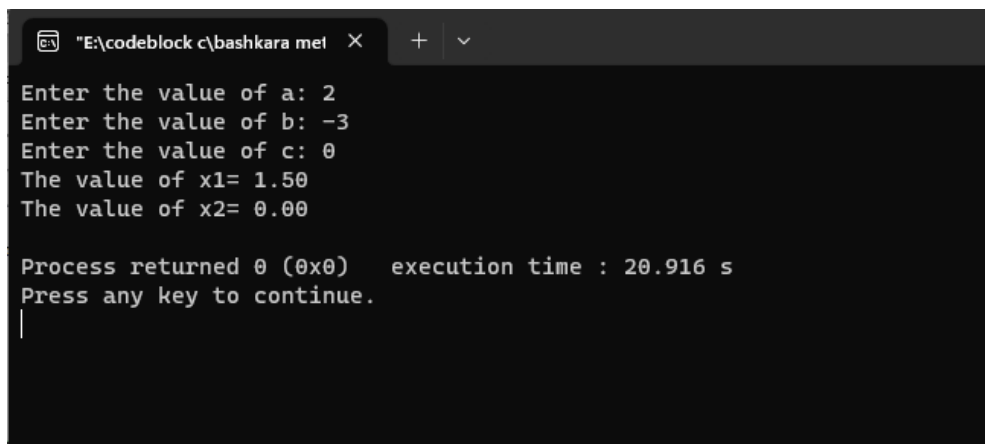


```
"E:\codeblock c\rate of sum.e" × + ▾
Enter 1st value : 98
Enter 2nd value : 89
Enter 3rd value : 99
Third number is big
Process returned 0 (0x0)   execution time : 5.381 s
Press any key to continue.
```

## 19.Bhaskara's Method

```
#include<stdio.h>

int main()
{
    double a,b,c;
    double y,x,x1,x2;
    printf("Enter the value of a: ");
    scanf("%lf",&a);
    printf("Enter the value of b: ");
    scanf("%lf",&b);
    printf("Enter the value of c: ");
    scanf("%lf",&c);
    x=((b*b)-(4*a*c));
    if(x>0 && a!=0){
        y=sqrt(x);
        x1=(-b+y)/(2*a) ;
        x2=(-b-y)/(2*a) ;
        printf("The value of x1= %0.2lf\n",x1);
        printf("The value of x2= %0.2lf\n",x2);
    }return 0;}
```



```
"E:\codeblock c\baskara met" X + v
Enter the value of a: 2
Enter the value of b: -3
Enter the value of c: 0
The value of x1= 1.50
The value of x2= 0.00

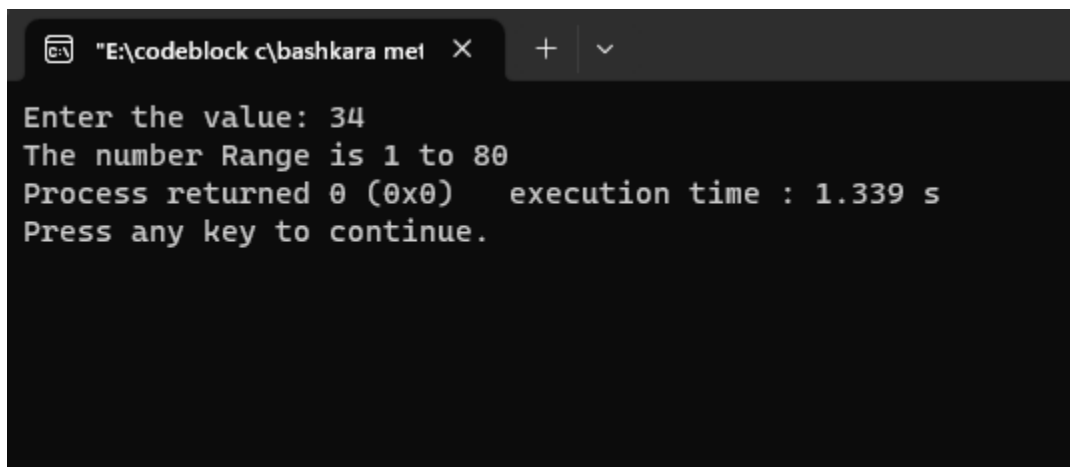
Process returned 0 (0x0)   execution time : 20.916 s
Press any key to continue.
|
```

## 20.Number range from 1 to 80

```
#include<stdio.h>

int main()
{
    int n;
    printf("Enter the value: ");
    scanf("%d",&n);
    if(n>=81 || n<=0){
        printf("The number is Error");

    }
    else{
        printf("The number Range is 1 to 80");
    }
    return 0;
}
```

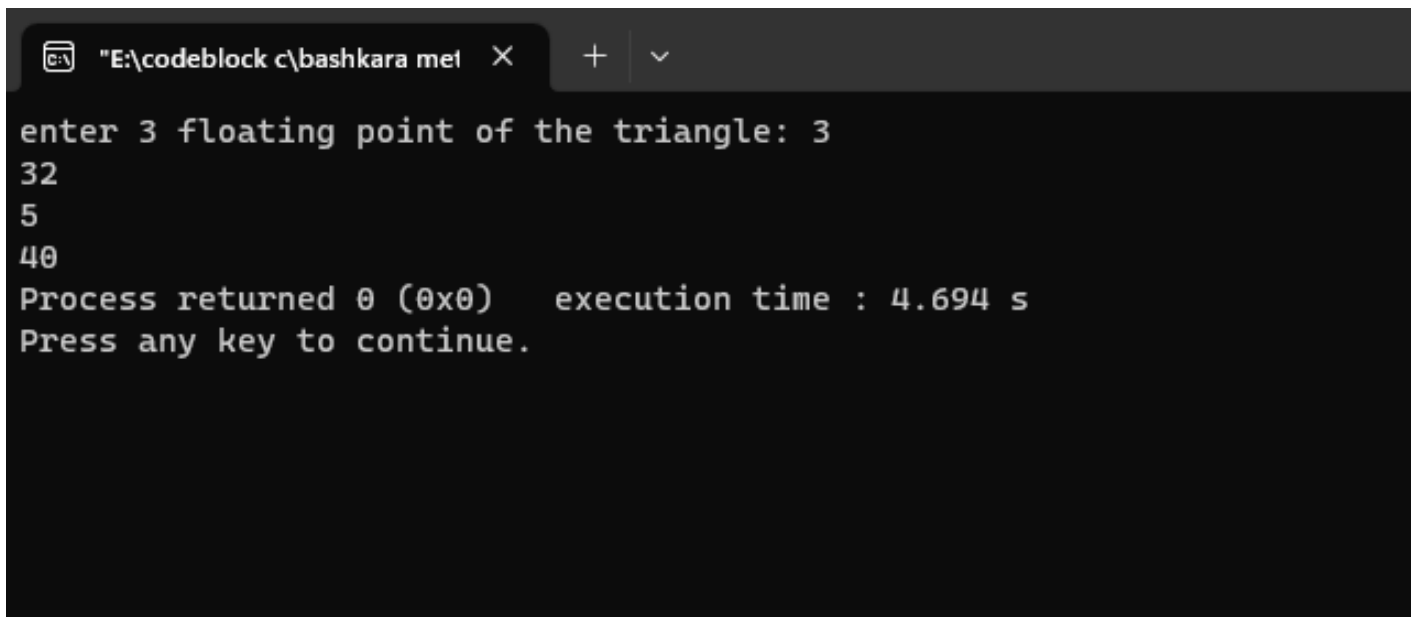


```
"E:\codeblock c\bashkara me!  X  +  v
Enter the value: 34
The number Range is 1 to 80
Process returned 0 (0x0)   execution time : 1.339 s
Press any key to continue.
```

## 21.Perimeter of a triangle

```
#include<stdio.h>

int main()
{
    int a,b,c;
    printf("enter 3 floating point of the triangle: ");
    scanf("%d %d %d",&a,&b,&c);
    //x= perimeter;
    int x=a+b+c;
    printf("%d",x);
}
```



The screenshot shows a terminal window with the following text:

```
"E:\codeblock c\bashkara me" X + v
enter 3 floating point of the triangle: 3
32
5
40
Process returned 0 (0x0)   execution time : 4.694 s
Press any key to continue.
```

## 22. Month name

```
#include<stdio.h>

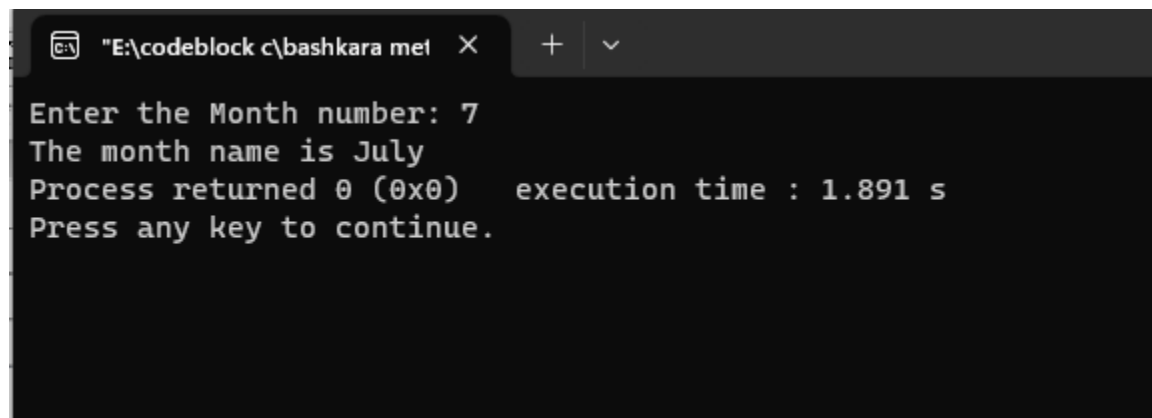
int main()
{
    int n;

    printf("Enter the Month number: ");
    scanf("%d",&n);
    if(n==1){
        printf("The month name is January");
    }
    else if(n==2){
        printf("The month name is February");
    }
    else if(n==3){
        printf("The month name is March");
    }
    else if(n==4){
        printf("The month name is April");
    }
    else if(n==5){
        printf("The month name is May");
    }
    else if(n==6){
        printf("The month name is June");
    }
    else if(n==7){
```

```

    printf("The month name is July");
}
else if(n==8){
    printf("The month name is August");
}
else if(n==9){
    printf("The month name is Semtember");
}
else if(n==10){
    printf("The month name is October");
}
else if(n==11){
    printf("The month name is November");
}
else if(n==12){
    printf("The month name is December");
}1
else
    printf("Choose between 1 to 12 please");
}

```



```

"E:\codeblock c\bashkara me!  X  +  v
Enter the Month number: 7
The month name is July
Process returned 0 (0x0)   execution time : 1.891 s
Press any key to continue.

```



## 23. Even number between 1 to 50

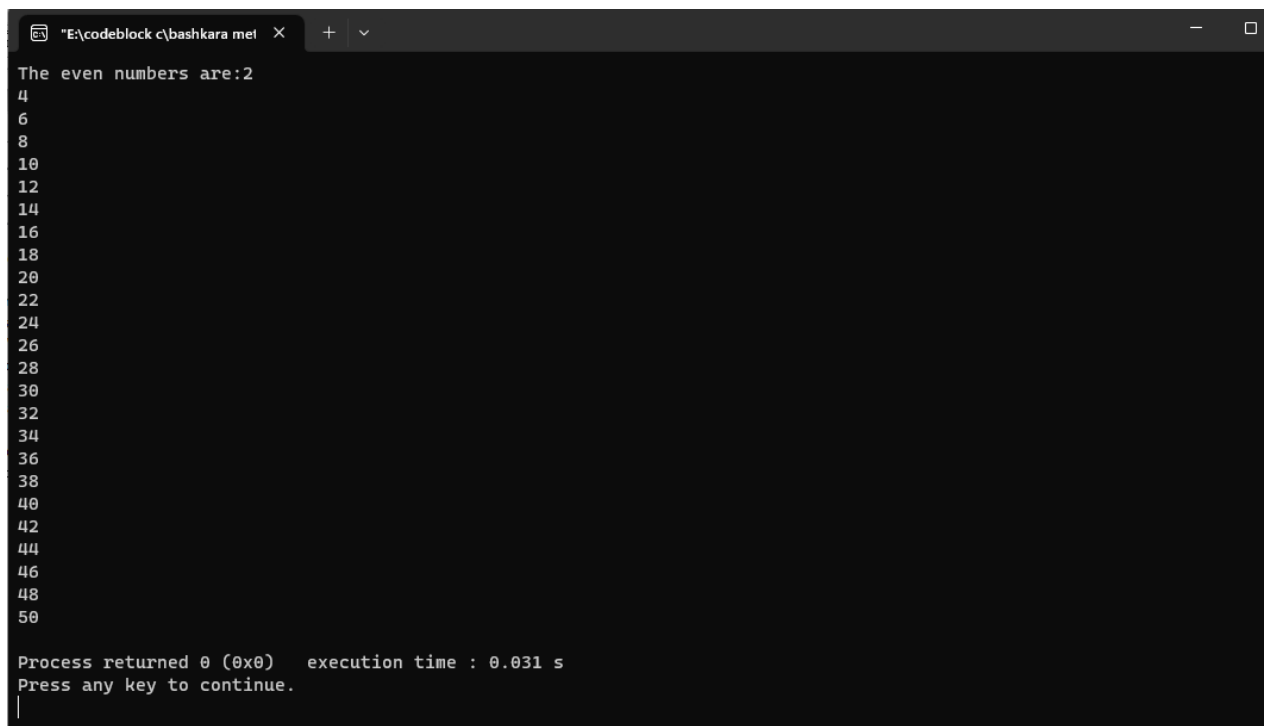
```
#include<stdio.h>

int main()
{
    int n;

    printf("The even numbers are:");

    for (n=2;n<=50;n=n+2){
        printf("%d\n",n);
    }

    return 0;
}
```



The screenshot shows a code editor window with a dark theme. The title bar indicates the file path is "E:\codeblock c\bashkara met". The editor displays the C code from the previous block. Below the code, the output of the program is shown in a terminal-like window. The output starts with "The even numbers are:2" followed by a list of even numbers from 4 to 50, each on a new line. At the bottom, it shows "Process returned 0 (0x0) execution time : 0.031 s" and "Press any key to continue.".

```
"E:\codeblock c\bashkara met" X + v
The even numbers are:2
4
6
8
10
12
14
16
18
20
22
24
26
28
30
32
34
36
38
40
42
44
46
48
50

Process returned 0 (0x0) execution time : 0.031 s
Press any key to continue.
```

## 24. Square of a number

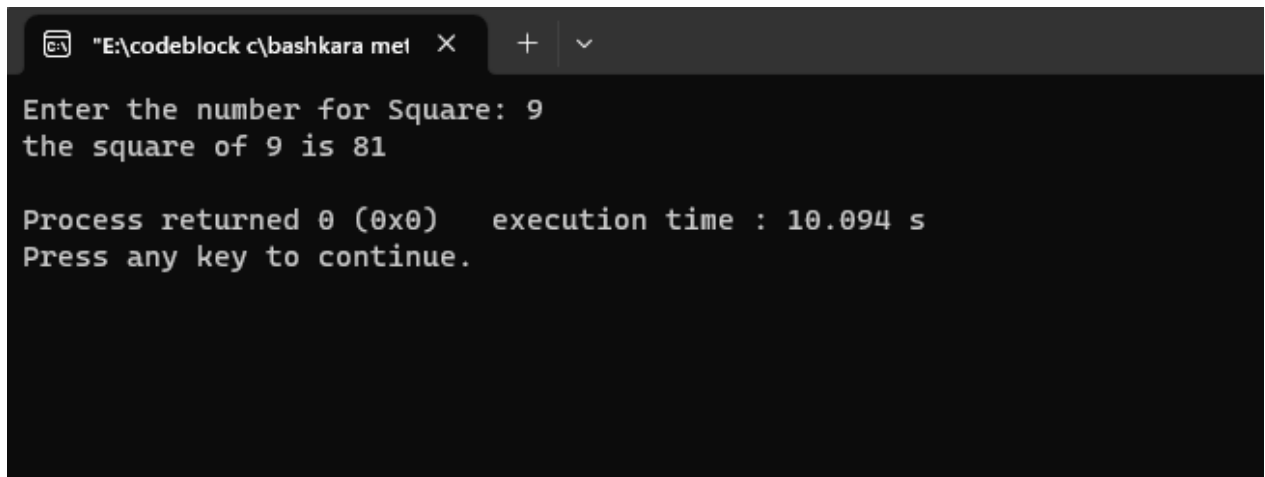
```
#include<stdio.h>

int main()
{   int n;

    printf("Enter the number for Square: ");
    scanf("%d",&n);

    printf("the square of %d is %d\n",n,n*n);
    return 0;

}
```



The screenshot shows a terminal window from the Code::Blocks IDE. The title bar indicates the file path is "E:\codeblock c\bashkara me!". The terminal output shows the program's execution: it prompts "Enter the number for Square: 9", outputs "the square of 9 is 81", and then displays "Process returned 0 (0x0) execution time : 10.094 s" followed by "Press any key to continue.".

