Q1) WAP to calculate selling price based on cost price and discount.

 #include<stdio.h>

//question wrong needed profit term to calculate sp

//assumption  - profit is zero

float calSellPrice(float costPrice, int discount){

    return (costPrice\*discount) / 100;

}

 int main(){

    float costPrice;

    int discount;

    int profit = 0;

    printf("Enter cost price of product.\n");

    scanf("%f", &costPrice);

    printf("Enter discount\n");

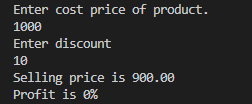
    scanf("%d", &discount);

    printf("Selling price is %.2f\n", costPrice + (costPrice\*profit)/100 - calSellPrice(costPrice, discount));

    printf("Profit is %d%\n", profit);

    return 0;

 }



Q2) WAP to deposit and withdraw amount from account.

#include<stdio.h>

float calBalance(float amount){

    int n;

    printf("1. Deposit\n");

    printf("2. Withdraw\n");

    scanf("%d" ,&n);

    if (n==1)

    {

        int depositAmount;

        printf("Enter amount to deposit\n");

        scanf("%d", &depositAmount);

        amount += depositAmount;

    } else if(n==2) {

        if (amount<3000)

        {

            printf("can't withdraw the amount balance is not sufficient\n");

            return -1;

        }

        int withDrawAmount;

        printf("Enter amount to withdraw\n");

        scanf("%d", &withDrawAmount);

        if(withDrawAmount<amount){

            amount -= withDrawAmount;

        }

        else printf("can't withdraw the amount balance is not sufficient\n");

    } else {

        printf("Invalid Choice...!");

        return -1;

    }

    return amount;

}

int main(){

    float amount=5000;

    float res = calBalance(amount);

    if(res!=-1) printf("Net Balance: %.2f\n",res);

    return 0;

}

