1) Sum of two numbers:

Program:

```
#include<stdio.h>

Int main()

printf("Enter value of a:");

scanf(%d",&a);

printf("Enter value of b:");

Scanf("%d",&b);

C=a+b;

printf("Sum of given two numbers is: %d",c);

return 0;

}
```
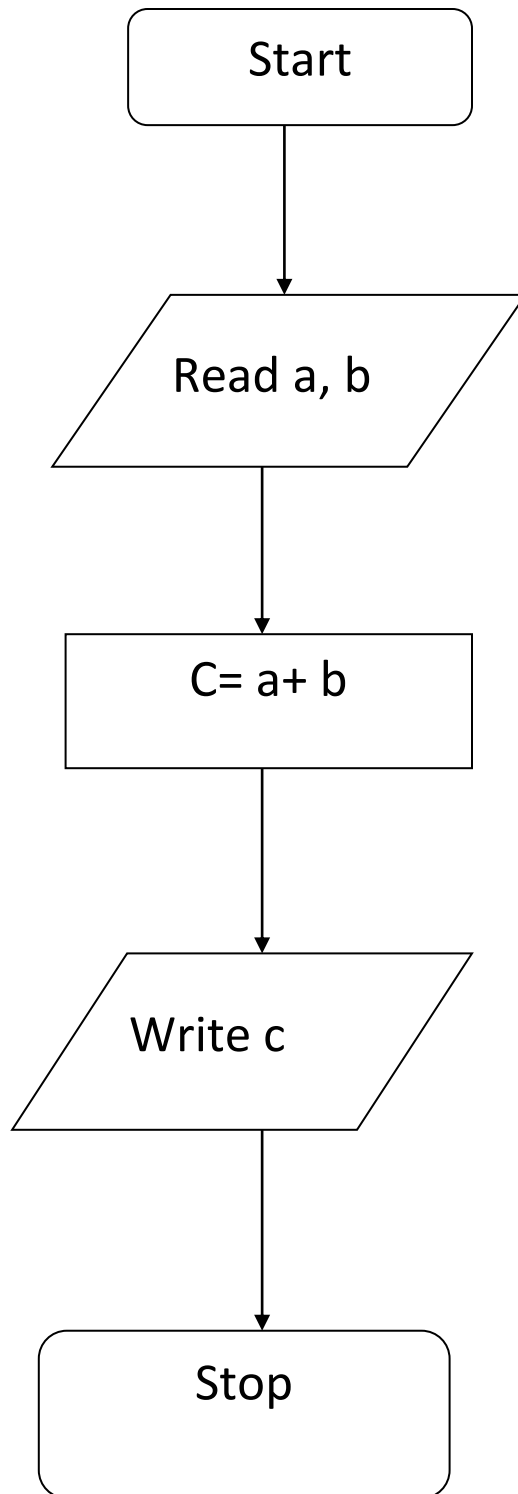
Algorithm:

1.Start
2.Read a,b
3.c=a+b
4.Print or display c
5.

Flowchart:

```
        ┌─────────────┐
        │    Start    │
        └─────────────┘
               │
               ▼
        ╱─────────────╱
       ╱   Read a, b  ╱
      ╱─────────────╱
               │
               ▼
        ┌─────────────┐
        │   C= a+ b   │
        └─────────────┘
               │
               ▼
        ╱─────────────╱
       ╱   Write c    ╱
      ╱─────────────╱
               │
               ▼
        ┌─────────────┐
        │    Stop     │
        └─────────────┘
```
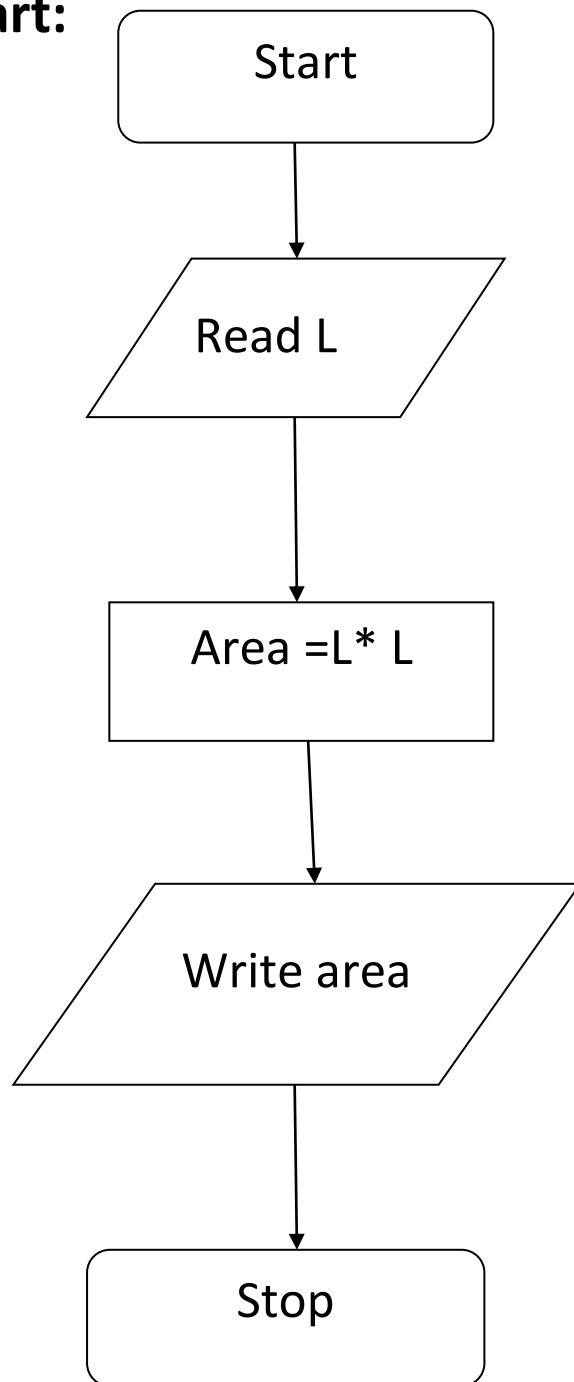
2)Area of the square:

Program:

```c
#include<stdio.h>
int main()
{
int L, area;
printf ("Enter length of square L: ");
scanf("%d", &L);
area =L*L;
printf("Area of  square is: %d" , area);
return 0;
}
```

Pseudocode:

1. Start
2. Read length, L
3. Area =L*L
4. Print or display area

Flowchart:

```
            ┌─────────────┐
            │    Start     │
            └──────┬──────┘
                   │
                   ▼
              ╱─────────╲
             │  Read L   │
              ╲─────────╱
                   │
                   ▼
            ┌─────────────┐
            │ Area =L* L  │
            └──────┬──────┘
                   │
                   ▼
            ╱───────────────╲
           │   Write area    │
            ╲───────────────╱
                   │
                   ▼
            ┌─────────────┐
            │    Stop      │
            └─────────────┘
```

2)Calculating the average for 3 numbers:

Program:

```
#include<std.io>

int main()

{

int  A, B, C;

float Average;

printf("Enter values of A, B, C: \n");

scanf("%d %d %d" , &A, &B, &C);

Average =(A+B+C)/3;

Printf("Average of given 3 numbers is: %f" , Average);

return 0;

}
```
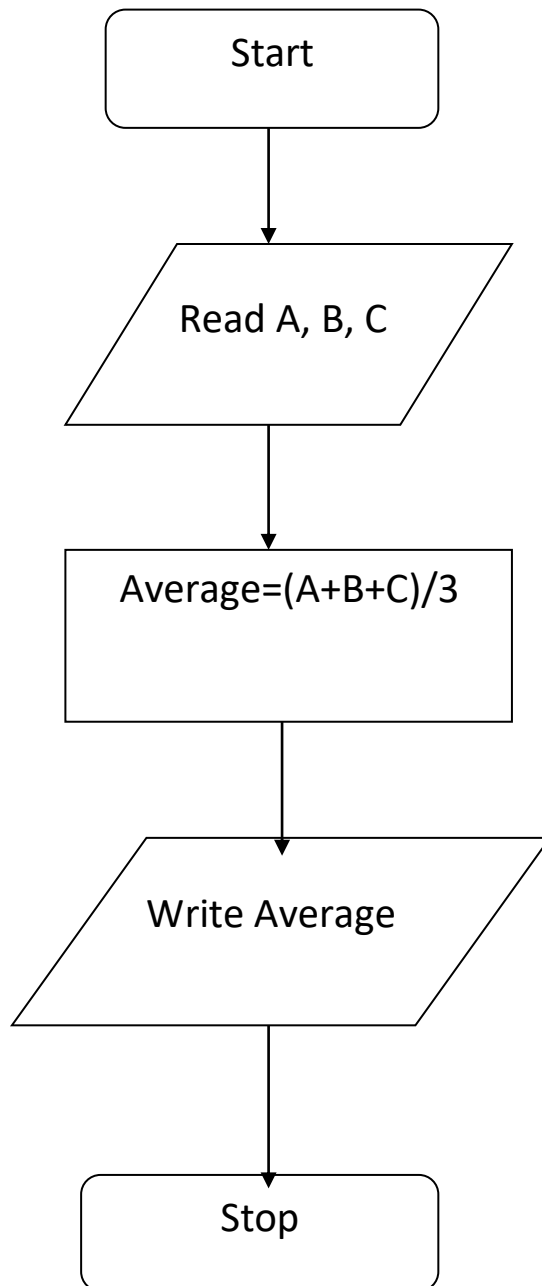
Pseudo code:

1. Start
2. Read 3 numbers A,B,C
3. Calculate the average by the equation:
   Average =(A+B+C)/3

4. Print average
5. Stop

Flowchart:

```
        ┌─────────────────┐
        │      Start       │
        └─────────────────┘
                 │
                 ▼
        ╱─────────────────╱
       ╱   Read A, B, C   ╱
      ╱─────────────────╱
                 │
                 ▼
        ┌─────────────────┐
        │ Average=(A+B+C)/3 │
        │                  │
        └─────────────────┘
                 │
                 ▼
        ╱─────────────────╱
       ╱  Write Average   ╱
      ╱─────────────────╱
                 │
                 ▼
        ┌─────────────────┐
        │      Stop        │
        └─────────────────┘
```

4)Area of the rectangle:

Program:

```
#include<std.io>

int main()

{

int a,b,area;

printf("Enter side length a: \n");

scanf("%d", &a);

printf("Enter side length b: \n");

scanf("%d", &b);

area = a*b;

printf("Area of rectangle is: %d",area);

return 0;

}
```
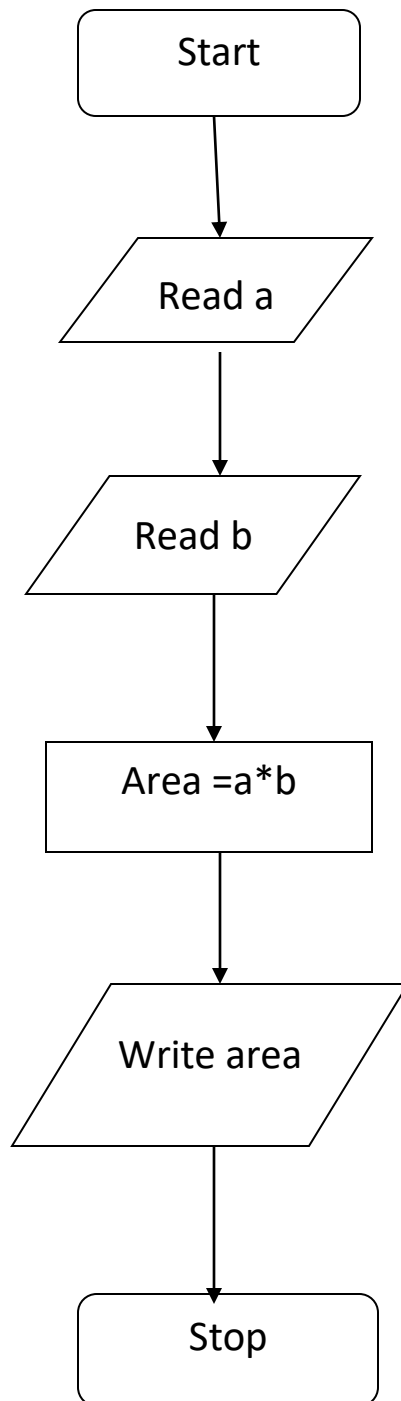
Pseudo code:

1. Start
2. Read side length, a
3. Read side length b
4. Area =a*b
5. Print or display area
6. Stop

Flowchart:

```
          ┌─────────────┐
          │    Start    │
          └─────────────┘
                 │
                 ▼
            ╱─────────╲
           ╱  Read a   ╲
           ╲───────────╱
                 │
                 ▼
            ╱─────────╲
           ╱  Read b   ╲
           ╲───────────╱
                 │
                 ▼
          ┌─────────────┐
          │  Area =a*b  │
          └─────────────┘
                 │
                 ▼
            ╱─────────────╲
           ╱  Write area   ╲
           ╲───────────────╱
                 │
                 ▼
          ┌─────────────┐
          │    Stop     │
          └─────────────┘
```

5) Area & perimeter of a square:

Program:

```
#include<stdio.h>

int main()

{

int L, A, P;

Printf("Enter length of a square L: ");

scanf("%d", &L);

A =L*L;

P =4*L;

printf("Area = %d\n", A);

printf("Perimeter = %d", P);

return 0;

}
```

Pseudo code:

1. Start
2. Read length L
3. Area A=L*L
4. Perimeter P=4*L
5. Print or display A,P
6. Stop

Flowchart:

```
        ┌─────────────────┐
        │      Start       │
        └─────────────────┘
                 │
                 ▼
         ╱──────────────╲
        ╱    Read L       ╲
        ╲────────────────╱
                 │
                 ▼
        ┌─────────────────┐
        │     A=L*L        │
        │                  │
        │     P=4*L        │
        └─────────────────┘
                 │
                 ▼
         ╱──────────────╲
        ╱   Write A,P     ╲
        ╲────────────────╱
                 │
                 ▼
        ┌─────────────────┐
        │      Stop        │
        └─────────────────┘
```