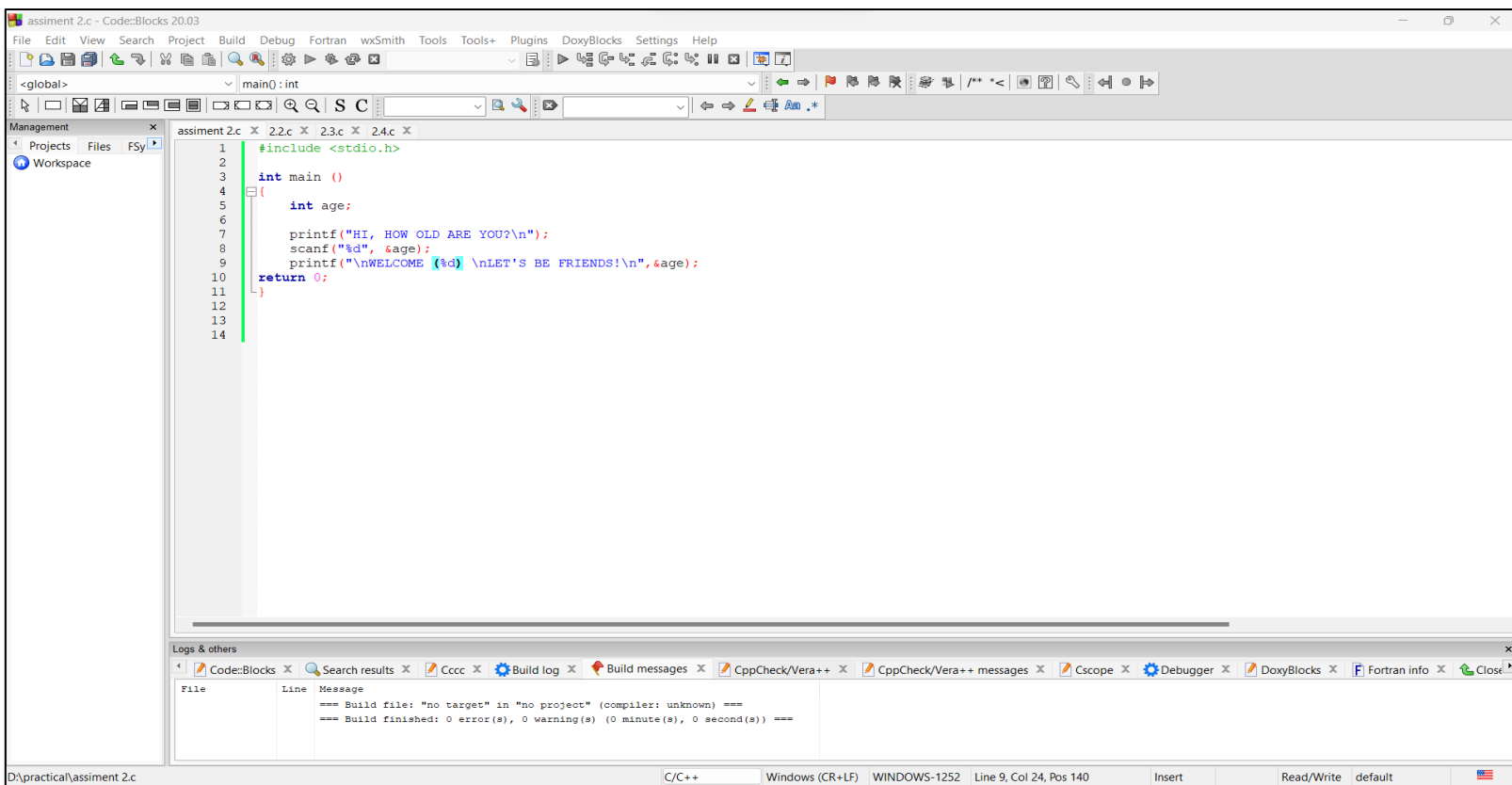
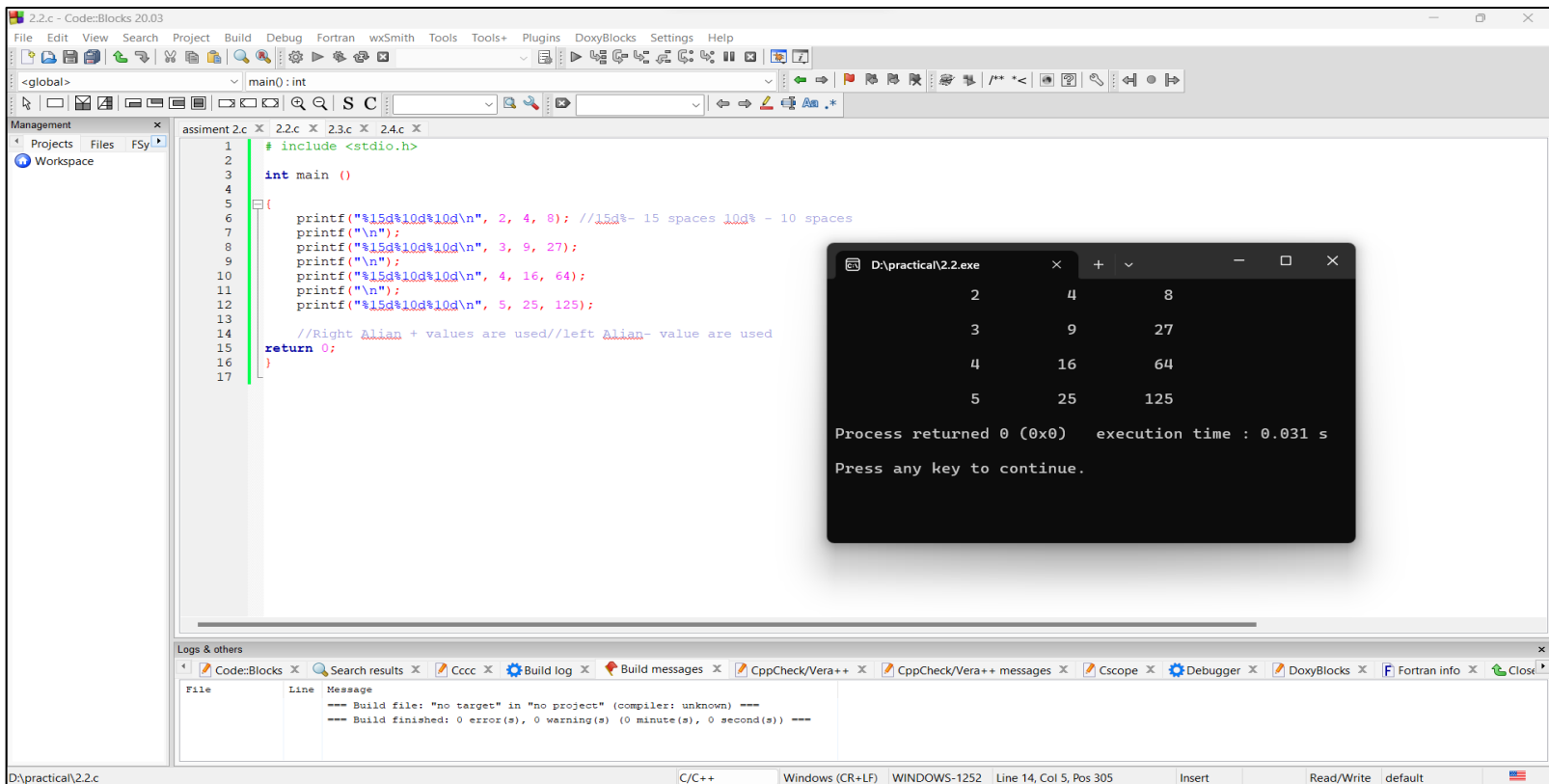


Practical 2

(1)



(2)



(3)

The screenshot shows the Code::Blocks 20.03 IDE with a C++ project named 'assiment 2.c'. The source code in 'main0.int' is as follows:

```
1 #include <stdio.h>
2 int main ()
3 {
4     int Distance, Time;
5     float Speed;
6     printf ("Enter Distance: ");
7     scanf ("%d",&Distance);
8     printf ("Enter Time:");
9     scanf ("%d",&Time);
10    Speed =(float) Distance/Time;//(float) is used to take accurate decimal values
11    printf ("Speed = %.3f m/s",Speed);
12    return 0;
13 }
14
```

The program was executed, and the output window 'D:\practical\2.3.exe' shows the following results:

```
Enter Distance: 20
Enter Time:12
Speed = 1.667 m/s
Process returned 0 (0x0)   execution time : 7.085 s
Press any key to continue.
```

The 'Logs & others' panel at the bottom shows build messages:

```
--- Build file: "no target" in "no project" (compiler: unknown) ---
--- Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ---
```

(4)

The screenshot shows the Code::Blocks 20.03 IDE with a C++ project named 'assiment 2.c'. The source code in 'main0.int' is as follows:

```
1 #include <stdio.h>
2
3 int main ()
4 {
5     double TempInF;
6     double TempInC;
7
8     printf ("Enter temperature in Farenheit: ");
9     scanf ("%lf", &TempInF);
10    TempInC=(5.0/9.0)*(TempInF-32); //5.0,9.0 -because it is float
11    printf ("Temperature in Celsius = %.3f", TempInC);
12    return 0;
13 }
14
```

The program was executed, and the output window 'D:\practical\2.4.exe' shows the following results:

```
Enter temperature in Farenheit: 150
Temperature in Celsius = 65.556
Process returned 0 (0x0)   execution time : 14.721 s
Press any key to continue.
```

The 'Logs & others' panel at the bottom shows build messages:

```
--- Build file: "no target" in "no project" (compiler: unknown) ---
--- Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ---
```