

## Assignment - II

Q.1) HAA & draw flow chart for finding sum of any 2 nos

Step 1: Start

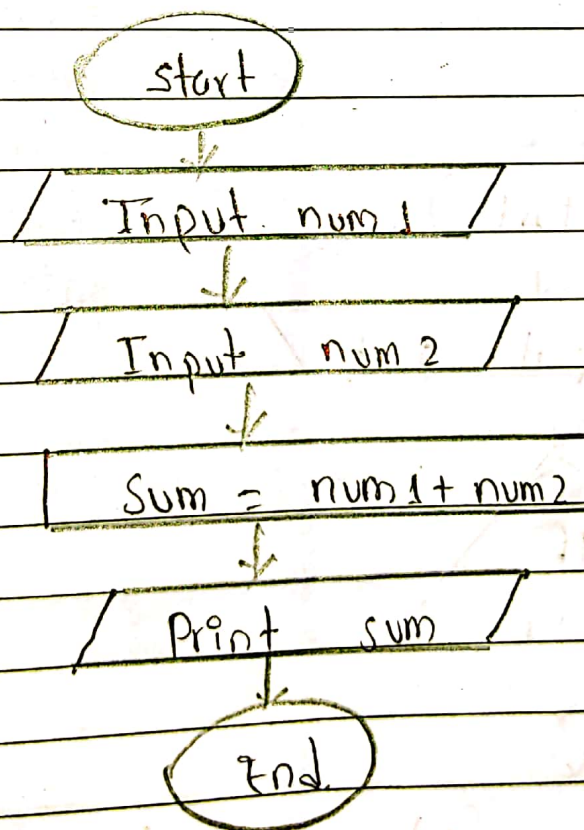
Step 2: Declare variables sum, num1, num2

Step 3: Input num1, num2

Step 4: Calculate  $sum = num1 + num2$

Step 5: Display sum

Step 6: End



Q.5) WFA & Flowchart to find largest among 2 no.s.

Step 1: Start

Step 2: Declare variable a, b.

Step 3: Input a, b.

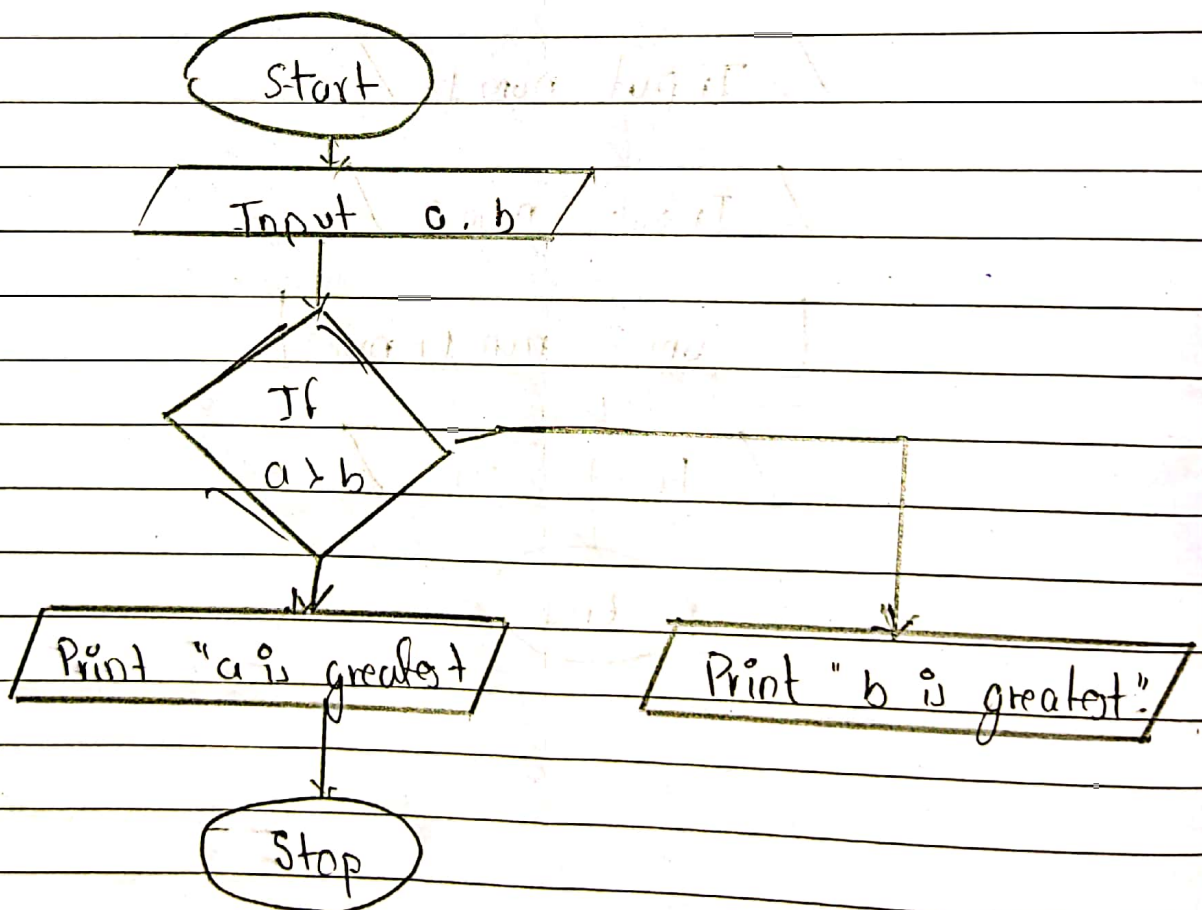
Step 4: If  $a > b$  then go to step 5

Else

print "b is greatest"

Step 5: Print "a is greatest"

Step 6: End





Q.7) Write an Algorithm & Flowchart to find factorial of given no.

Step 1 : Start

Step 2 : Declare  $n$ , fact

Step 3 : Input  $n$

Step 4 : Initialize counter variable  $i$  to 1 & fact to 1

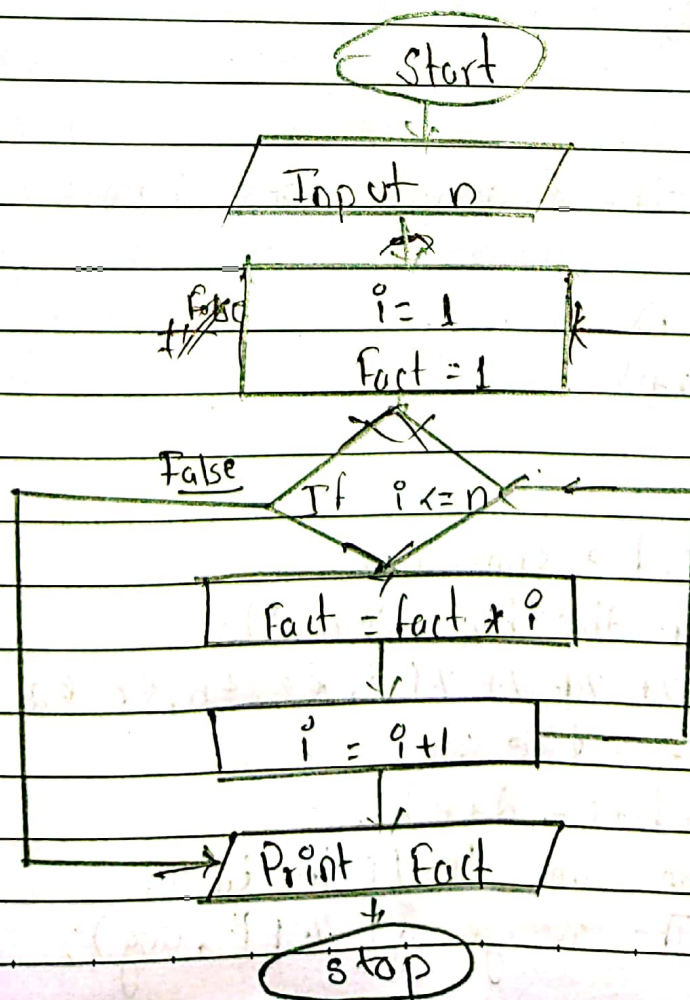
Step 5 : If  $i \leq n$  go to step 6.  
Else go to step 8

Step 6 : Calculate  $\text{fact} = \text{fact} \times i$

Step 7 : Increment counter variable  $i$  & go to step 5

Step 8 : Print fact

Step 9 : stop



Q.11) WAP to find area circle. Ask radius to user & also define value of  $\pi$  as symbolic const.

```
#include <Math.h>
#include <stdio.h>
#include <conio.h>
#define Pi 3.14
int main ()
{
    float r, A;
    printf("Enter the radius ");
    scanf ("%f", &r);
    A = Pi * pow (r, 2);
    printf ("The area of circle is %f", A);
    getch();
    return 0;
}
```

Q.13) WAP to Find sum & average of 5 no.s.

```
#include <stdio.h>
#include <conio.h>
int main()
{
    float a, b, c, d, e, sum, avg;
    printf("enter the five numbers");
    scanf ("%f %f %f %f %f", &a, &b, &c, &d, &e);
    sum = a + b + c + d + e;
    avg = (a + b + c + d + e) / 5;
    printf ("The sum is %f\n", sum);
    printf ("The average is %f", avg);
}
```



```
    getch();  
}
```

Q.15) WAP to convert cartesian co-ordinate to polar co-ordinate

```
#include <math.h>  
#include <stdio.h>  
#include <conio.h>  
#define PI 3.14  
int main ()  
{  
    float x, y, r, theta;  
    printf ("Enter the cartesian co-ordinate x:");  
    scanf ("%f", &x);  
    printf ("Enter the cartesian co-ordinate y:");  
    scanf ("%f", &y);  
    r = sqrt (x*x + y*y);  
    theta = atan (y/x);  
    theta = (100 * theta) / PI;  
    printf ("The polar co-ordinate is: r=%f &  
           theta = %f r, theta);  
    getch();  
    return 0;  
}
```

Q.17) WAP to read 3 side of  $\Delta$  & calculate its area.

```
#include <math.h>
#include <stdio.h>
#include <conio.h>
int main ()
{
    float a, b, c, s, A;
    printf("Enter the 3 side of a triangle ");
    scanf("%f %f %f", &a, &b, &c);
    s = (a + b + c) / 2;
    A = sqrt(s * (s - a) * (s - b) * (s - c));
    printf("The area of the triangle is %f", A);
    getch();
    return 0;
}
```

Q.19) WAP to enter 4-digit no. & find the sum of last digit of the no.

```
#include <math.h>
#include <stdio.h>
#include <conio.h>
int main ()
{
    int num, first digit, last digit;
    printf("Enter any 4 digit no.");
    scanf("%d", &num);
    first digit = num / 1000;
    last digit = num % 10;
    int sum = first digit * last digit;
}
```



```

printf ("sum = %d", sum);
getch();
return 0;
}

```

}

Q.2) Write a C program to evaluate the following function;

$$y = 2.4x + 3, \text{ for } x \leq 2$$

$$y = 3x - 5, \text{ for } x > 2$$

```
#include <math.h>
```

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

```
#include <conio.h>
```

```
int main()
```

```
{
```

```
float x, y;
```

```
printf ("Enter the value of x: ");
```

```
scanf ("%f", &x);
```

```
x <= 2 ? y = 2.4 * x + 3 : y = 3 * x - 5;
```

```
printf ("%f", y);
```

```
getch();
```

```
return 0;
```

```
}
```

Q.9) WAP to find HCF & LCM of given 2 nos

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

```
#include <conio.h>
```

```
int main()
```

```
{
```

```
int num1, num2, hcf, lcm, i;
```

```
clrscr();
```

```
printf("Enter first no. : ");
```

```
scanf("%d", &num1);
```

```
printf("Enter second no. : ");
```

```
scanf("%d", &num2);
```

```
for (i = 1; i <= num1; i++);
```

```
{
```

```
if (num1 % i == 0 & num2 % i == 0);
```

```
{
```

```
hcf = i;
```

```
}
```

```
}
```

```
lcm = (num1 * num2) / hcf;
```

```
printf("HCF = %d & LCM = %d", hcf, lcm);
```

```
getch();
```

```
return (0);
```

g.