Day-1

Session-1

1.Write a C program to display words

```
#include<stdio.h>
int main()
{
printf("Welcome to programming");
return 0;
}
```

2. Write a C program to add two integers.

```
#include<stdio.h>
int main()
{
int a,b,sum;
scanf("%d %d",&a,&b);
sum=a+b;
printf("%d is the sum",sum);
return 0;
}
```

3.Write a C program to add two floating point numbers

```
#include<stdio.h>
int main()
{
float a,b,sum;
scanf("%f %f",&a,&b);
```

```
sum=a+b;
printf("%f is the sum",sum);
return 0;
}
```

4. Write a C program to calculates the area (floating point number with two decimal places) of a Circle given it’s radius (integer value). The value of Pi is 3.14

```
#include<stdio.h>
int main()
{
int r;
scanf("%d",&r);
float area=3.14*(r*r);
printf("%.2f is the area",area);
return 0;
}
```

Session-3

1. Write a C program to find the area of Triangle

```
#include<stdio.h>
int main()
{
int b,h;
scanf("%d %d",&b,&h);
float area=0.5bh;
printf("%.2f is the area",area);
```

```
return 0;
}
```

2. Write a C program to calculate the area and perimeter of a rectangle

```
#include<stdio.h>
int main()
{
    int b,l;
    scanf("%d %d",&b,&l);
    float area=b*l;
    int per=2*(l+b);
    printf("%.2f is the area\n",area);
    printf("%d is the perimeter",per);
    return 0;
}
```

3. Write a C program to calculate the square and cube of a number

```
#include<stdio.h>
int main()
{
int n;
scanf("%d",&n);
int sq=nn;
int cu=nn*n;
printf("%d is the square and %d is the cube of the number %
d",sq,cu,n);
return 0;
}
```

4. Write a program to find roots of a quadratic equation.

```
#include<stdio.h>
#include<math.h>
int main() {
int a,b,c;
float D,r1,r2,r3;
printf("Enter the values of a,b,c\n");
scanf("%d %d %d",&a,&b,&c);
D=bb-4a*c;
r1=(-b+sqrt(D))/(2*a);
r2=(-b-sqrt(D))/(2*a);
printf(" the roots are %.2f %.2f",r1,r2);

}
```

Session-4

1. Write a C program to swap two numbers using a temporary variable

```
#include<stdio.h>
int main()
{
int a,b,temp;
printf("Enter the numbers a and b\n");
scanf("%d %d",&a,&b);
printf(" Before swap a=%d and b=%d\n",a,b);
temp=a;
a=b;
b=temp;
printf(" After swap a=%d and b=%d",a,b);
```

```
return 0;
}
```

2. Write a C program to swap two numbers without using a temporary variable.

```
#include<stdio.h>
int main()
{
int a,b,temp;
printf("Enter the numbers a and b\n");
scanf("%d %d",&a,&b);
printf(" Before swap a=%d and b=%d\n",a,b);
a=a+b;
b=a-b;
a=a-b;
printf(" After swap a=%d and b=%d",a,b);
return 0;
}
```

3. Write a C program to find the ASCII value of a character

```
#include<stdio.h>
int main()
{
char a;
printf("Enter the character: ");
scanf("%c",&a);
printf("The ACII value is %d",a);
return 0;
}
```

4. Write a C program to compute the simple interest.

```
#include<stdio.h>
int main()
{
int a,t;
float i;
printf("Enter the amount , time and interest: ");
scanf("%d %d %f",&a,&t,&i);
float si=(ati)/100;
printf("The Simple interest is %.2f",si);
return 0;
}
```