1. Write a program to print unit digit of a given number

```
#include<stdio.h>
int main()
{
  int x;
  printf("Enter a number");
  scanf12("%d",&x);
  printf("Unit Digit of %d is %d",x,x%10);
  return 0;
}
```

---

2. Write a program to print a given number without its last digit.

```
#include<stdio.h>
int main()
{
    int num,f;
    printf("Enter a Number\n");
    scanf("%d",&num);
    f = num/10;
    printf("\nResult = %d",f);

  return 0;
}
```

---

3. Write a program to swap values of two int variables

```
#include<stdio.h>
int main()
{
    int v1,v2,temp;
    printf("Enter First Number\n");
    scanf("%d",&v1);

    printf("Enter Second Number\n");
    scanf("%d",&v2);

    printf("First Number = %d & Second Number = %d",v1,v2);

    temp = v1;
    v1 = v2;
    v2 = temp;

    printf("After Swapping \n First Number = %d & Second Number = %d",v1,v2);


  return 0;
}
```

---

4. Write a program to swap values of two int variables without using a third variable

```
#include<stdio.h>
int main()
{
   int v1,v2;
   printf("Enter First Number\n");
   scanf("%d",&v1);

   printf("Enter Second Number\n");
   scanf("%d",&v2);

   printf("First Number = %d & Second Number = %d",v1,v2);

   v1=v1+v2;
   v2=v1-v2;
   v1=v1-v2;

   printf("\nAfter Swapping \n First Number = %d & Second Number = %d",v1,v2);

  return 0;
}
```

---

5. Write a program to input a three-digit number and display the sum of the digits.

```
#include<stdio.h>
int main()
{
   int n,m, sum=0;
   printf("Enter First Number\n");
   scanf("%d",&n);
   printf("Enter Number is = %d ",n);

   while(n>0)
   {
     m = n%10;
     sum = sum + m;
     n= n/10;
   }
```

```
    printf("\n Sum of digit is = %d\n",sum);

  return 0;
}
```

6. Write a program which takes a character as an input and displays its ASCII code.

```
#include<stdio.h>
int main()
{
  char a;
    printf("Enter a charachter\n");
    scanf("%c",&a);
    printf("%d",a);
  return 0;
}
```

---

7. Write a program to find the position of first 1 in LSB

---

8. Write a program to check whether the given number is even or odd using a bitwise operator.

```
#include<stdio.h>
int main()
{
  int n;
  printf("Enter an integer\n");
  scanf("%d",&n);

  if(n & 1 == 1)
    printf("Odd\n");
  else
    printf("Even\n");
  return 0;
}
```

---

9. Write a program to print size of an int, a float, a char and a double type

variable

```
#include<stdio.h>
int main()
{
  int a;
  float b;
  char c;
  double d;


  printf("Int size = %lu\n",sizeof(a));
  printf("float size = %lu\n",sizeof(b));
  printf("char size = %lu\n",sizeof(c));
  printf("double size = %lu\n",sizeof(d));


  return 0;
}
```

---

10. Write a program to make the last digit of a number stored in a variable as zero.
(Example - if x=2345 then make it x=2340)

```
#include<stdio.h>
int main()
{
  int x,y,z;
  printf("Enter a number\n");
  scanf("%d",&x);
  printf("The Number is %d",x);
  y = x /10;
  printf("\ny = %d0",y);

  return 0;
}
```

---

11. Write a program to input a number from the user and also input a digit. Append a digit in the number and print the resulting number. (Example - number=234 and digit=9 then the resulting number is 2349)

```
#include<stdio.h>
int main()
{
  int x,y,z;
  printf("Enter a number and digit\n");
  scanf("%d %d",&x,&y);
  printf("Number=%d",x);
  printf("%d",y);

  return 0;
}
```

---

12. Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and convert it into USD.

```
#include<stdio.h>
int main()
{
  float INR = 76.23,USD = 0,AMOUNT;
  scanf("%f",&AMOUNT);
  USD = AMOUNT / INR;
  printf("\nUSD = %0.4f",USD);

}
```

---

13. Write a program to take a three-digit number from the user and rotate its digits by one position towards the right.

```
#include<stdio.h>
int main()
{
  int n;
  printf("Enter a three digit number\n");
  scanf("%d",&n);
  int z = n/10;
  int y = n%10;
  printf("ANS==>> %d",y);
  printf("%d",z);
}
```