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Experiment - 3 - 2

Q.1 WAP to enter numbers till the user wants. At the end, it should display the count of positive, negative and zeroes entered.

```
#include <stdio.h>

int main () {
int num, choice;
int positive = 0, negative = 0, zero = 0;

do {
Printf ("Enter a number: ");
Scanf ("%d", &num);

if (num > 0)
   Positive ++;
else if (num < 0)
   negative ++;
else
   zero ++;
Printf ("Do you want to enter another number?
        (1 = Yes, 0 = No) : ");
Scanf ("%d", &choice);

} While (choice == 1);
```

Remarks:

Teacher's Signature_____

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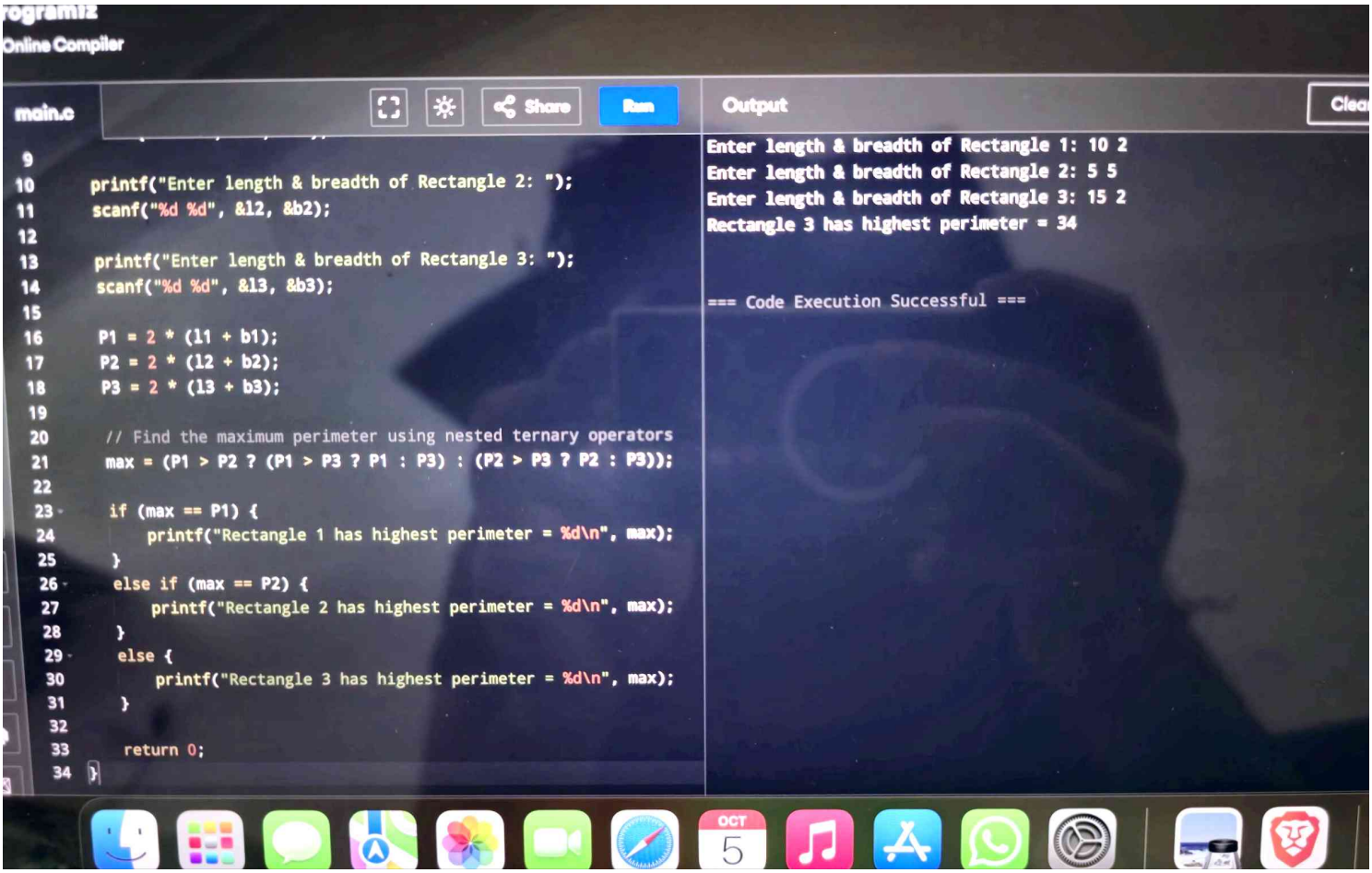
```
Printf("\n Count of positive Number = %d", positive);
Printf("\n Count of Negative Numbers = %d", Negative);
Printf("\n Count of zeroes = %d \n", zero);

return 0;

}
```


Online Compiler
main.c
Share
Run
Output
printf("Enter length & breadth of Rectangle 2: ");
scanf("%d %d", &l2, &b2);
printf("Enter length & breadth of Rectangle 3: ");
scanf("%d %d", &l3, &b3);
P1 = 2 * (l1 + b1);
P2 = 2 * (l2 + b2);
P3 = 2 * (l3 + b3);
// Find the maximum perimeter using nested ternary operators
max = (P1 > P2 ? (P1 > P3 ? P1 : P3) : (P2 > P3 ? P2 : P3));
if (max == P1) {
printf("Rectangle 1 has highest perimeter = %d\n", max);
}
else if (max == P2) {
printf("Rectangle 2 has highest perimeter = %d\n", max);
}
else {
printf("Rectangle 3 has highest perimeter = %d\n", max);
}
return 0;
}
Enter length & breadth of Rectangle 1: 10 2
Enter length & breadth of Rectangle 2: 5 5
Enter length & breadth of Rectangle 3: 15 2
Rectangle 3 has highest perimeter = 34
=== Code Execution Successful ===
OCT
5