

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? ");
        scanf ("%d", &choice);
    } while (choice == 1);
}

```

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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 (%d", zero);
```

return 0;

}

main.c

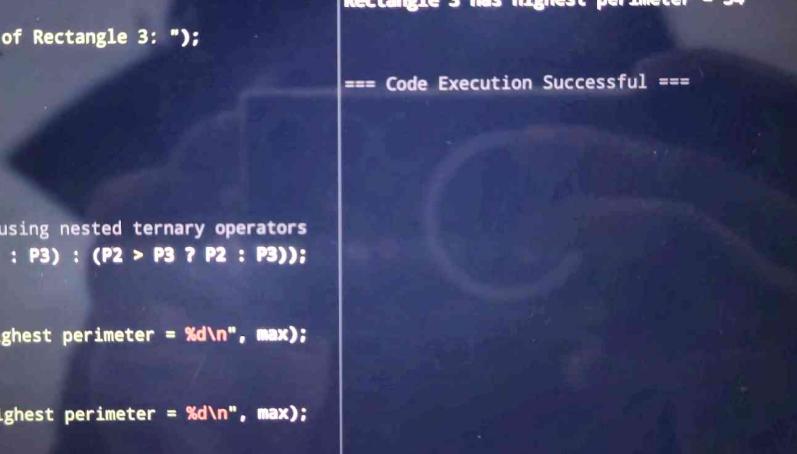
Run Clear

```
9     printf("Enter length & breadth of Rectangle 1: ");
10    scanf("%d %d", &l1, &b1);
11
12    printf("Enter length & breadth of Rectangle 2: ");
13    scanf("%d %d", &l2, &b2);
14
15    P1 = 2 * (l1 + b1);
16    P2 = 2 * (l2 + b2);
17    P3 = 2 * (l3 + b3);
18
19
20    // Find the maximum perimeter using nested ternary operators
21    max = (P1 > P2 ? (P1 > P3 ? P1 : P3) : (P2 > P3 ? P2 : P3));
22
23
24    if (max == P1) {
25        printf("Rectangle 1 has highest perimeter = %d\n", max);
26    }
27    else if (max == P2) {
28        printf("Rectangle 2 has highest perimeter = %d\n", max);
29    }
30    else {
31        printf("Rectangle 3 has highest perimeter = %d\n", max);
32    }
33
34    return 0;
35 }
```

Output

```
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 ==
```



The image shows a screenshot of an online compiler interface on a mobile device. The top bar includes the 'programiz' logo, 'Online Compiler' text, and standard mobile icons for settings, share, and run. The code editor window contains C code for calculating the perimeters of three rectangles and determining which one has the highest perimeter using nested ternary operators. The output window shows the execution results: three inputs (10 2, 5 5, 15 2) followed by the message 'Rectangle 3 has highest perimeter = 34', and a success message at the end. Below the main interface is a dock with various app icons.