

Condition Related Problems

(Total 15 questions)

SL	Problem statement	Difficulty levels										
1.	<p>Program that will decide whether a number is positive or not.</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>100</td><td>Positive</td></tr><tr><td>-11.11</td><td>Negative</td></tr><tr><td>0</td><td>Positive</td></tr></table>	Sample input	Sample output	100	Positive	-11.11	Negative	0	Positive	*		
Sample input	Sample output											
100	Positive											
-11.11	Negative											
0	Positive											
2.	<p>Program that will decide whether a number is even or odd.</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>50</td><td>Even</td></tr><tr><td>-77</td><td>Odd</td></tr><tr><td>0</td><td>Even</td></tr></table>	Sample input	Sample output	50	Even	-77	Odd	0	Even	*		
Sample input	Sample output											
50	Even											
-77	Odd											
0	Even											
3.	<p>Program that will take an integer of length one from the terminal and then display the digit in English.</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>9</td><td>nine</td></tr><tr><td>0</td><td>zero</td></tr></table>	Sample input	Sample output	9	nine	0	zero	*				
Sample input	Sample output											
9	nine											
0	zero											
4.	<p>Program that will check whether a triangle is valid or not, when the three angles (angle value should be such that, $0 < \text{value} < 180$) of the triangle are entered through the keyboard.</p> <p>[Hint: A triangle is valid if the sum of all the three angles is equal to 180 degrees.]</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>90 45 45</td><td>Yes</td></tr><tr><td>30 110 40</td><td>Yes</td></tr><tr><td>160 20 30</td><td>No</td></tr><tr><td>0 180 0</td><td>No</td></tr></table>	Sample input	Sample output	90 45 45	Yes	30 110 40	Yes	160 20 30	No	0 180 0	No	*
Sample input	Sample output											
90 45 45	Yes											
30 110 40	Yes											
160 20 30	No											
0 180 0	No											

5.	<p>Program that will read from the console a random positive nonzero number and determine if it is a power of 2.</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>1</td><td>Yes</td></tr><tr><td>512</td><td>Yes</td></tr><tr><td>1022</td><td>No</td></tr></table>	Sample input	Sample output	1	Yes	512	Yes	1022	No	**				
Sample input	Sample output													
1	Yes													
512	Yes													
1022	No													
6.	<p>Program that will read from the console a random number and check if it is a nonzero positive number. If the check is yes, it will determine if the number is a power of 2.</p> <p>If the check fails the program will check for two more cases. If the number is zero, the program will print “Zero is not a valid input”. Else it will print “Negative input is not valid”.</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>0</td><td>Zero is not a valid input</td></tr><tr><td>1</td><td>Yes</td></tr><tr><td>512</td><td>Yes</td></tr><tr><td>1022</td><td>No</td></tr><tr><td>-512</td><td>Negative input is not valid</td></tr></table>	Sample input	Sample output	0	Zero is not a valid input	1	Yes	512	Yes	1022	No	-512	Negative input is not valid	***
Sample input	Sample output													
0	Zero is not a valid input													
1	Yes													
512	Yes													
1022	No													
-512	Negative input is not valid													
7.	<p>Program that will take two numbers X & Y as inputs and decide whether X is greater than/less than/equal to Y.</p> <table><tr><th>Sample input (X,Y)</th><th>Sample output</th></tr><tr><td>5 -10</td><td>5 is greater than -10</td></tr><tr><td>5 10</td><td>5 is less than 10</td></tr><tr><td>5 5</td><td>5 is equal to 5</td></tr></table>	Sample input (X,Y)	Sample output	5 -10	5 is greater than -10	5 10	5 is less than 10	5 5	5 is equal to 5	*				
Sample input (X,Y)	Sample output													
5 -10	5 is greater than -10													
5 10	5 is less than 10													
5 5	5 is equal to 5													
8.	<p>Program that will decide whether a year is leap year or not.</p> <p>Yes, if (Year % 4 == 0 && year % 100 != 0) (Year % 400 ==0)</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>2000</td><td>Yes</td></tr><tr><td>2004</td><td>Yes</td></tr><tr><td>2014</td><td>No</td></tr></table>	Sample input	Sample output	2000	Yes	2004	Yes	2014	No	*				
Sample input	Sample output													
2000	Yes													
2004	Yes													
2014	No													

9. Program that will categorize a single character that is entered at the terminal, whether it is an alphabet, a digit or a special character.

(Restriction: Without math.h)

Sample input	Sample output
z	Alphabet
A	Alphabet
8	Digit
*	Special

*

10. Program that will evaluate simple expressions of the form-

<number1> <operator> <number2>

; where operators are (+, -, *, /)

And if the operator is "/", then check if <number2> nonzero or not.

Sample input	Sample output
100 * 55.5	Multiplication: 5550
100 / -5.5	Division: -18.181818
100 / 0	Division: Zero as divisor is not valid!

**

11. Program that will take the final score of a student in a particular subject as input and find his/her grade.

Marks	Letter Grade	Marks	Letter Grade	Marks	Letter Grade
90-100	A	70-73	C+	Less than 55	F
86-89	A-	66-69	C		
82-85	B+	62-65	C-		
78-81	B	58-61	D+		
74-77	B-	55-57	D		

Sample input	Sample output
91.5	Grade: A
50	Grade: F

*

12.	<p>Program that will construct a menu for performing arithmetic operations. The user will give two real numbers (a, b) on which the arithmetic operations will be performed and an integer number ($1 \leq \text{Choice} \leq 4$) as a choice. Choice-1, 2, 3, 4 are for performing addition, subtraction, multiplication, division (quotient) respectively.</p> <table><tr><th>Sample input (a, b, Choice)</th><th>Sample output</th></tr><tr><td>5 10 3</td><td>Multiplication: 50</td></tr><tr><td>-5 10.5 4</td><td>Quotient: 0</td></tr></table>	Sample input (a, b, Choice)	Sample output	5 10 3	Multiplication: 50	-5 10.5 4	Quotient: 0	*		
Sample input (a, b, Choice)	Sample output									
5 10 3	Multiplication: 50									
-5 10.5 4	Quotient: 0									
13.	<p>Program that will construct a menu for performing arithmetic operations. The user will give two real numbers (a, b) on which the arithmetic operations will be performed and an integer number ($1 \leq \text{Choice} \leq 4$) as a choice. Choice-1, 2, 3, 4 are for performing addition, subtraction, multiplication, division respectively.</p> <p>If Choice-4 is selected, again the program will ask for another choice ($1 \leq \text{Case} \leq 2$), where Case-1, 2 evaluate quotient and reminder respectively.</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>5 10 3</td><td>Multiplication: 50</td></tr><tr><td>-5 10.5 4 1</td><td>Quotient: 0</td></tr><tr><td>-5 10.5 4 2</td><td>Reminder: -48</td></tr></table>	Sample input	Sample output	5 10 3	Multiplication: 50	-5 10.5 4 1	Quotient: 0	-5 10.5 4 2	Reminder: -48	**
Sample input	Sample output									
5 10 3	Multiplication: 50									
-5 10.5 4 1	Quotient: 0									
-5 10.5 4 2	Reminder: -48									

14.	<p>Program that will construct a menu for performing arithmetic operations. The user will give two real numbers (a, b) on which the arithmetic operations will be performed and an integer number ($1 \leq \textbf{Choice} \leq 4$) as a choice. Choice-1, 2, 3, 4 are for performing addition, subtraction, multiplication, division respectively.</p> <p>If Choice-4 is selected, the program will check if b is nonzero.</p> <p>If the check is true, the program will ask for another choice ($1 \leq \textbf{Case} \leq 2$), where Case-1, 2 evaluate quotient and remainder respectively. If the check is false, it will print an error message "Error: Divisor is zero" and halt.</p> <table><tr><th>Sample input</th><th>Sample output</th></tr><tr><td>5 10 3</td><td>Multiplication: 50</td></tr><tr><td>-5 10.5 4 2</td><td>Reminder: -48</td></tr><tr><td>-5 0 4</td><td>Error: Divisor is zero</td></tr></table>	Sample input	Sample output	5 10 3	Multiplication: 50	-5 10.5 4 2	Reminder: -48	-5 0 4	Error: Divisor is zero	***
Sample input	Sample output									
5 10 3	Multiplication: 50									
-5 10.5 4 2	Reminder: -48									
-5 0 4	Error: Divisor is zero									
15.	<p>Program for "Guessing Game": Player-1 picks a number X and Player-2 has to guess that number within N = 3 tries. For each wrong guess by Player-2, the program prints "Wrong, N-1 Chance(s) Left!" If Player-2 successfully guesses the number, the program prints "Right, Player-2 wins!" and <u>stops allowing further tries (if any left)</u>. Otherwise after the completion of N = 3 wrong tries, the program prints "Player-1 wins!" and halts.</p> <p>[Restriction: Without using loop/break/continue Hint: Use flag]</p> <table><tr><th>Sample input (X, n1, n2, n3)</th><th>Sample output</th></tr><tr><td>5 12 8 5</td><td>Wrong, 2 Chance(s) Left! Wrong, 1 Chance(s) Left! Right, Player-2 wins!</td></tr><tr><td>100 50 100</td><td>Wrong, 2 Chance(s) Left! Right, Player-2 wins!</td></tr><tr><td>20 12 8 5</td><td>Wrong, 2 Chance(s) Left! Wrong, 1 Chance(s) Left! Wrong, 0 Chance(s) Left! Player-1 wins!</td></tr></table>	Sample input (X, n1, n2, n3)	Sample output	5 12 8 5	Wrong, 2 Chance(s) Left! Wrong, 1 Chance(s) Left! Right, Player-2 wins!	100 50 100	Wrong, 2 Chance(s) Left! Right, Player-2 wins!	20 12 8 5	Wrong, 2 Chance(s) Left! Wrong, 1 Chance(s) Left! Wrong, 0 Chance(s) Left! Player-1 wins!	***
Sample input (X, n1, n2, n3)	Sample output									
5 12 8 5	Wrong, 2 Chance(s) Left! Wrong, 1 Chance(s) Left! Right, Player-2 wins!									
100 50 100	Wrong, 2 Chance(s) Left! Right, Player-2 wins!									
20 12 8 5	Wrong, 2 Chance(s) Left! Wrong, 1 Chance(s) Left! Wrong, 0 Chance(s) Left! Player-1 wins!									