

Assignment - 2

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

```
#include<stdio.h>

int main()
{
    int x;
    printf("Enter any number = ");
    scanf("%d",&x);
    x = x%10;
    printf("unit digit = %d",x);
    return 0;
}
```

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

```
#include<stdio.h>

int main()
{
    int x;
    printf("Enter any number = ");
    scanf("%d",&x);
    x = x/10;
    printf("without last digit = %d",x);
    return 0;
}
```

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

```
#include<stdio.h>

int main()
{
    int a,b,c;
    a = 10, b = 23;
    printf("Before swapping value a = %d, b = %d\n",a,b);
    c=a;
    a=b;
    b=c;
    printf("After swapping value a = %d, b = %d",a,b);
    return 0;
}
```

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

```
#include<stdio.h>

int main()
{
    int a,b;
    a=10,b=23;
    printf("Before swapping value a = %d, b = %d\n",a,b);
    a = a+b;
    b = a-b;
    a = a-b;
    printf("After swapping value a = %d, b = %d",a,b);
    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 a,rem = 0,sum = 0;
```

```
    printf("Enter three digit number = ");
```

```
    scanf("%d",&a);
```

```
    rem = a%10;
```

```
    a = a/10;
```

```
    sum = sum+rem;
```

```
    rem = a%10;
```

```
    a = a/10;
```

```
    sum = sum+rem;
```

```
    rem = a%10;
```

```
    a = a/10;
```

```
    sum = sum+rem;
```

```
    printf("sum of digit = %d",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 ch;
    printf("Enter the character = ");
    scanf("%c",&ch);
    printf("ASCII Code = %d",ch);
    return 0;
}
```

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

```
#include<stdio.h>

int main()
{
    int x = 12,count = 0;
    printf("Number = %d\n",x);
    int result = 0;
    while(x!=0)
    {
        result = x&1;
        count++;
        if(result==1)
        {
            printf("LSB position = %d",count);
            break;
        }
        x = x>>1;
    }
    return 0;
}
```

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

```
#include<stdio.h>

int main()
{
    int x;
    printf("Enter any number = ");
    scanf("%d",&x);
    int result = x&1;
    if(result==1)
        printf("Odd");
    else
        printf("Even");
    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;
    char c;
    float f;
    double d;
    printf("Size of int = %d\n",sizeof(a));
    printf("Size of char = %d\n",sizeof(c));
    printf("Size of float = %d\n",sizeof(f));
    printf("Size of double = %d\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 = 2345;
    printf("Number = %d\n",x);
    x = x/10;
    x = x*10;
    printf("Last digit stored zero = %d",x);
    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;
    printf("Enter the number = ");
    scanf("%d",&x);
    printf("Enter the digit = ");
    scanf("%d",&y);
    x = x*10;
    x = x+y;
    printf("After appending the digit = %d",x);
    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 USD;
    float INR = 76.23;
    printf("Enter the Amount USD = ");
    scanf("%f",&USD);
    USD = INR*USD;
    printf("INR to USD = %f",USD);
    return 0;
}
```

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 x,q,r;
    printf("Enter the three digit Number = ");
    scanf("%d",&x);
    q = x/10;
    r = x%10;
    x = r*100+q;
    printf("After rotate = %d",x);
    return 0;
}
```