### 1. Program to find Fibonacci numbers

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
       int n1 = 0;
       int n2 = 1;
       int n3 = 0;
       int i = 0;
       int number = 0;
       printf("Enter the number of fibonacci to be printed");
       scanf("%d",&number);
       printf("\n %d\n %d\n",n1,n2);
       for(i = 2; i < number; ++i)
       {
               n3 = n1+n2;
               printf(" %d \n",n3);
               n1 = n2;
               n2 = n3;
       return 0;
}
```

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### 2. Check if a number is prime or not

//www.prodevelopertutorial.com

```
#include<stdio.h>
int main()
{
       int n;
       int i;
       int m=0;
       int flag=0;
       printf("Enter number to check prime or not\n");
       scanf("%d",&n);
       m = n/2;
       for(i = 2; i \le m; i++)
               if(n\%i == 0)
                       printf("Number is NOT prime\n");
                       return 0;
               }
       }
       if(flag==0)
               printf("Number is prime\n");
       return 0;
}
```

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### 3. Check if number is palindrome or not

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
       int n;
       int r;
       int sum=0;
       int temp;
       printf("Enter number to check palindrome or not\n");
       scanf("%d",&n);
       temp = n;
       while(n>0)
       {
              r = n%10;
              sum = (sum*10)+r;
              n = n/10;
       }
       if(temp == sum)
              printf("Number is palindrome \n");
       else
              printf("Number is NOT palindrome\n");
       return 0;
}
```

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```
4. Find factorial of the number
//www.prodevelopertutorial.com

#include<stdio.h>
int main()
{
    int i;
    int fact=1;
    int number;
    printf("Enter a number: \n");
    scanf("%d",&number);
    for(i = 1; i <= number; i++)
    {
        fact=fact*i;
    }
    printf("Factorial of %d is: %d\n",number,fact);
    return 0;
}</pre>
```

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5. Check if a number is Armstrong number

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
       int n;
       int r;
       int sum=0;
       int temp;
       printf("Enter a number \n");
       scanf("%d",&n);
       temp=n;
       while(n>0)
       {
              r=n%10;
              sum=sum+(r*r*r);
              n=n/10;
       }
       if(temp == sum)
              printf("Number is a armstrong number\n");
       else
              printf("Number is NOT a armstrong number\n");
       return 0;
}
```

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### 6. Program to find sum of digits

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
       int n;
       int sum=0;
       int m;
       printf("Enter number:\n");
       scanf("%d",&n);
       while(n>0)
       {
              m = n%10;
              sum = sum+m;
              n = n/10;
       printf("Sum is = %d\n",sum);
       return 0;
}
```

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### 7. Reverse a number

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
       int n;
       int reverse = 0;
       int rem;
       printf("Enter a number: \n");
       scanf("%d", &n);
       while(n!=0)
       {
              rem = n\%10;
              reverse = reverse*10+rem;
              n /= 10;
       }
       printf("Reversed Number: %d\n",reverse);
       return 0;
}
```

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### 8. Swap Numbers in C

```
//www.prodevelopertutorial.com

#include<stdio.h>
int main()
{
    int a = 10;
    int b = 20;
    printf("Before swap a=%d b=%d\n",a,b);
    a = a+b;
    b = a-b;
    a = a-b;
    printf("\nAfter swap a=%d b=%d\n",a,b);
    return 0;
}
```

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```
10. Print help world without printf
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
    if(printf("hello world\n")){}
        return 0;
}
```

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# 10. Program without main

```
//www.prodevelopertutorial.com
#include<stdio.h>
#define start main
void start()
{
         printf("Hello\n");
}
```

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### 11. Program for decimal to binary

```
//www.prodevelopertutorial.com
#include<stdio.h>
#include<stdlib.h>
int main()
{
       int a[10];
       int n;
       int i;
       printf("Enter decimal number \n");
       scanf("%d",&n);
       for(i=0;n>0;i++)
       {
               a[i]=n%2;
               n=n/2;
       }
       printf("\nBinary number is ");
       for(i=i-1;i>=0;i--)
               printf("%d",a[i]);
       return 0;
}
```

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### 12. Check if number is positive or negative

```
//www.prodevelopertutorial.com
#include <stdio.h>

void main()
{
   int num;

   printf("Enter a number: \n");
   scanf("%d", &num);
   if (num > 0)
       printf("%d is a positive number \n", num);
   else if (num < 0)
       printf("%d is a negative number \n", num);
}</pre>
```

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### 13. Program to find greatest of 3 numbers

```
//www.prodevelopertutorial.com

#include<stdio.h>
int main()
{
   int num1,num2,num3;

   printf("\nEnter value of num1, num2 and num3:\n");
   scanf("%d %d %d",&num1,&num2,&num3);

   if((num1>num2)&&(num1>num3))
      printf("\n Number1 is greatest\n");
   else if((num2>num3)&&(num2>num1))
      printf("\n Number2 is greatest\n");
   else
      printf("\n Number3 is greatest\n");
   return 0;
}
```

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# //www.prodevelopertutorial.com #include <stdio.h> int main()

printf("ASCII value of character %c is: %d\n", ch, ch);

14. Program to get ascii value

printf("Enter character:\n");

scanf("%c", &ch);

char ch;

return 0;

}

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### 15. Program to demonstrate sizeof function

```
//www.prodevelopertutorial.com

#include<stdio.h>
int main()
{
    printf("Size of char: %ld byte\n",sizeof(char));
    printf("Size of int: %ld bytes\n",sizeof(int));
    printf("Size of float: %ld bytes\n",sizeof(float));
    printf("Size of double: %ld bytes\n", sizeof(double));
    return 0;
}
```

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### 16. Program to check for leap year

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
  int y;
  printf("Enter year: \n");
  scanf("%d",&y);
  if(y \% 4 == 0)
    if( y \% 100 == 0)
      if (y \% 400 == 0)
         printf("%d is a Leap Year\n", y);
         printf("%d is not a Leap Year\n", y);
    }
    else
       printf("%d is a Leap Year\n", y );
  }
  else
    printf("%d is not a Leap Year\n", y);
  return 0;
}
```

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### 17. Program to convert upper case to lower case

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### 18. Program to convert lower case to upper case

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# 19. Program to get string length //www.prodevelopertutorial.com #include <stdio.h> int main() { char str[100],i; printf("Enter a string: \n"); scanf("%s",str); for(i=0; str[i]!='\0'; ++i); printf("\nLength of input string: %d",i); return 0; }

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### 20. Program to concatenate 2 strings

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
 char str1[50], str2[50], i, j;
 printf("\nEnter first string: ");
 scanf("%s",str1);
 printf("\nEnter second string: ");
 scanf("%s",str2);
 for(i=0; str1[i]!='\0'; ++i);
 for(j=0; str2[j]!='\0'; ++j, ++i)
 {
   str1[i]=str2[j];
 str1[i]='\0';
 printf("\nOutput: %s\n",str1);
 return 0;
}
```

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### 21. Program to get largest element in an array

```
//www.prodevelopertutorial.com
#include <stdio.h>
int largest_element(int arr[], int num)
  int i, max_element;
  max_element = arr[0];
  for (i = 1; i < num; i++)
    if (arr[i] > max_element)
      max_element = arr[i];
  return max_element;
}
int main()
  int arr[] = {1, 24, 15, 20, 8, -11, 30};
  int n = sizeof(arr)/sizeof(arr[0]);
  printf("Largest element of array is %d", largest_element(arr, n));
  return 0;
}
```

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# 22. Program to get size of the array

```
//www.prodevelopertutorial.com

#include <stdio.h>
int main()
{
    double arr[] = {1, 2, 3, 4, 5, 6};
    int n;
    n = sizeof(arr) / sizeof(arr[0]);
    printf("Size of the array is: %d\n", n);
    return 0;
}
```

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### 23. Program to get GCD

```
//www.prodevelopertutorial.com

#include <stdio.h>
int main()
{
    int n1, n2, i, gcd;
    printf("Enter two integers: \n");
    scanf("%d %d", &n1, &n2);
    for(i=1; i <= n1 && i <= n2; ++i)
    {
        if(n1%i==0 && n2%i==0)
            gcd = i;
    }
    printf("G.C.D of %d and %d is %d\n", n1, n2, gcd);
    return 0;
}</pre>
```

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### 24. Program to get LCM

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
  int n1, n2, minMultiple;
  printf("Enter two positive integers: \n");
  scanf("%d %d", &n1, &n2);
  minMultiple = (n1>n2) ? n1 : n2;
  while(1)
  {
    if( minMultiple%n1==0 && minMultiple%n2==0 )
      printf("The LCM of %d and %d is %d.\n", n1, n2,minMultiple);
      break;
    }
    ++minMultiple;
  }
  return 0;
```

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# 25. Program to get number of digits

```
//www.prodevelopertutorial.com

#include <stdio.h>
int main()
{
    long long n;
    int count = 0;
    printf("Enter an integer: ");
    scanf("%lld", &n);
    while(n != 0)
    {
        n /= 10;
        ++count;
    }
    printf("Number of digits: %d", count);
}
```

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# 26. Program to get factorial

```
//www.prodevelopertutorial.com

#include <stdio.h>
int main()
{
    int number, i;
    printf("Enter a positive integer: ");
    scanf("%d",&number);
    printf("Factors of %d are: ", number);
    for(i=1; i <= number; ++i)
    {
        if (number%i == 0)
        {
            printf("%d ",i);
        }
     }
    return 0;
}</pre>
```

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### 27. Program to get array average

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
  int n, i;
  float num[100], sum = 0.0, average;
  printf("Enter the numbers of elements: ");
  scanf("%d", &n);
  while (n > 100 \mid \mid n <= 0)
    printf("Error! number should in range of (1 to 100).\n");
    printf("Enter the number again: ");
    scanf("%d", &n);
  for(i = 0; i < n; ++i)
    printf("%d. Enter number: ", i+1);
    scanf("%f", &num[i]);
    sum += num[i];
  }
  average = sum / n;
  printf("Average = %.2f", average);
  return 0;
}
```

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### 28. Program for strcpy

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
    char s1[100], s2[100], i;
    printf("Enter string s1: ");
    scanf("%s",s1);
    for(i = 0; s1[i] != '\0'; ++i)
    {
        s2[i] = s1[i];
    }
    s2[i] = '\0';
    printf("String s2: %s", s2);
    return 0;
}
```

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```
29. Program for strrev
//www.prodevelopertutorial.com
#include<stdio.h>
#include<string.h>
int main()
{
    char name[30] = "Hello";
    printf("String before strrev(): %s\n",name);
    printf("String after strrev(): %s",strrev(name));
    return 0;
}
```

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```
30. Program to check strong number
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
int num,i,fact,r,sum=0,temp;
printf("Please enter a number to find strong number");
scanf("%d",&num);
temp=num;
while(num)
{
  i=1,fact=1;
  r=num%10;
  while(i<=r)
  {
    fact=fact*i;
    i++;
  }
  sum=sum+fact;
  num=num/10;
}
```

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```
if(sum==temp)
printf("\nThe number %d is a strong number",temp);
else
printf("\nThe number %d is not a strong number",temp);
return 0;
}
```

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```
31. Program to get number cube
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
    int n;
    printf("Enter a number");
    scanf("%d",&n);
    printf("\nSquare of the number %d is %d",n,n*n);
    printf("\nCube of the number %d is %d",n,n*n*n);
    return 0;
}
```

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# 32. Program to generate random number

```
//www.prodevelopertutorial.com
#include <stdio.h>
#include <stdlib.h>
int main()
{
    int i, n;
    printf("Five random numbers between 1 and 100000\n");
    for (i = 1; i <= 5; i++)
    {
        n = rand()%100000 + 1;
        printf("%d\n", n);
    }
    return 0;
}</pre>
```

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### 33. Program to check if strings are anagram

```
//www.prodevelopertutorial.com
#include <stdio.h>
#include <string.h>
int main (void) {
 char s1[] = "recitals";
 char s2[] = "articles";
 char temp;
 int i, j;
 int n = strlen(s1);
 int n1 = strlen(s2);
 // If both strings are of different length, then they are not anagrams
 if( n != n1) {
   printf("%s and %s are not anagrams! \n", s1, s2);
   return 0;
 }
 // lets sort both strings first -
 for (i = 0; i < n-1; i++) {
   for (j = i+1; j < n; j++) {
     if (s1[i] > s1[j]) {
      temp = s1[i];
      s1[i] = s1[j];
      s1[j] = temp;
     if (s2[i] > s2[j]) {
      temp = s2[i];
      s2[i] = s2[j];
      s2[j] = temp;
     }
   }
 }
 // Compare both strings character by character
```

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```
for(i = 0; i<n; i++) {
    if(s1[i] != s2[i]) {
        printf("Strings are not anagrams! \n", s1, s2);
        return 0;
    }
}

printf("Strings are anagrams! \n");
    return 0;
}</pre>
```

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```
34. Program for strcpy
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
 char s1[] = "prodevelopertutorial";
 char s2[8];
 int length = 0;
 while(s1[length] != '\0')
   s2[length] = s1[length];
   length++;
 }
 s2[length] = '\0';
 printf("Value in s1 = %s \n", s1);
 printf("Value in s2 = %s \n", s2);
 return 0;
}
```

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```
35. Program to toggle case
//www.prodevelopertutorial.com
#include <stdio.h>
#define MAX SIZE 100
void toggleCase(char * str)
  int i = 0;
  while(str[i] != '\0')
    if(str[i]>='a' && str[i]<='z')
      str[i] = str[i] - 32;
    else if(str[i]>='A' && str[i]<='Z')
      str[i] = str[i] + 32;
    i++;
  }
}
int main()
  char str[MAX_SIZE];
  /* Input string from user */
  printf("Enter any string: ");
  gets(str);
  printf("String before toggling case: %s", str);
  toggleCase(str);
  printf("String after toggling case: %s", str);
  return 0;
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```



### 36. Program to get number of vowels and consonant

```
//www.prodevelopertutorial.com
#include <stdio.h>
#include <string.h>
#define MAX_SIZE 100 // Maximum string size
int main()
  char str[MAX_SIZE];
  int i, len, vowel, consonant;
  /* Input string from user */
  printf("Enter any string: ");
  gets(str);
  vowel = 0;
  consonant = 0;
  len = strlen(str);
  for(i=0; i<len; i++)
    if((str[i]>='a' && str[i]<='z') || (str[i]>='A' && str[i]<='Z'))
       * If the current character(str[i]) is a vowel
      if(str[i] =='a' || str[i]=='e' || str[i]=='i' || str[i]=='o' || str[i]=='u' ||
        str[i] =='A' || str[i]=='E' || str[i]=='I' || str[i]=='O' || str[i]=='U' )
         vowel++;
       else
         consonant++;
    }
  }
  printf("Total number of vowel = %d\n", vowel);
  printf("Total number of consonant = %d\n", consonant);
  return 0;
}
```

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### 37. Program to get nth bit of a number

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
   int num, n, bitStatus;
   printf("Enter any number: ");
   scanf("%d", &num);
   printf("Enter nth bit to check (0-31): ");
   scanf("%d", &n);
   bitStatus = (num >> n) & 1;
   printf("The %d bit is set to %d", n, bitStatus);
   return 0;
}
```

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### 38. Program to set nth bit of a number

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
   int num, n, newNum;
   printf("Enter any number: ");
   scanf("%d", &num);

   printf("Enter nth bit to set (0-31): ");
   scanf("%d", &n);

   newNum = (1 << n) | num;

   printf("Bit set successfully.\n\n");
   printf("Number before setting %d bit: %d (in decimal)\n", n, num);
   printf("Number after setting %d bit: %d (in decimal)\n", n, newNum);
   return 0;
}</pre>
```

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### 39. Program to toggle bits of a number

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
   int num, n, newNum;
   printf("Enter any number: ");
   scanf("%d", &num);

   printf("Enter nth bit to toggle (0-31): ");
   scanf("%d", &n);

   newNum = num ^ (1 << n);

   printf("Number before toggling %d bit: %d (in decimal)\n", n, num);
   printf("Number after toggling %d bit: %d (in decimal)\n", n, newNum);
   return 0;
}</pre>
```

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# 40. Program to get even or odd //www.prodevelopertutorial.com #include <stdio.h> int main() { int num; printf("Enter any number: "); scanf("%d", &num); if(num & 1) { printf("%d is odd.", num); } else { printf("%d is even.", num); }

return 0;

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### 41. Program for sigalarm

```
//www.prodevelopertutorial.com
#include <stdio.h>
#include <signal.h>
#include <unistd.h>
void sig_alarm(int signo)
       if(signo==SIGALRM) {
              printf("Got SIGALRM\n");
              alarm(10);
              printf("%s: Will generate alarm in 10 secs\n",__FUNCTION__);
       } else {
              printf("Unknown signal number\n");
       }
}
int main(void)
{
       struct sigaction act;
       act.sa_handler = sig_alarm;
       act.sa_flags = 0;
       sigemptyset(&act.sa mask);
       if (sigaction (SIGALRM, &act, 0) == -1) {
              perror (NULL);
              return 1;
       }
       alarm (10);
       printf ("%s: Will generate alarm in 10 secs\n",__FUNCTION__);
       while(1) pause();
       return 0;
}
```

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```
42. Program to get asctime
//www.prodevelopertutorial.com
#include <stdio.h>
#include <time.h>
int main (void)
{
         time_t t0;
         t0 = time (NULL);
         printf ("%s", asctime(localtime(&t0)));
         return 0;
}
```

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```
43. Program for fork
//www.prodevelopertutorial.com
#include <stdio.h>
#include <sys/wait.h>
#include <unistd.h>
int main()
{
       pid_t cid;
       int a = 0;
       if ( (cid=fork())>0 ) {
               a++;
               printf("Parent : a=%d\n",a);
               printf("Parent : My Child PID = %d\n",cid);
               printf("Parent : My PID = %d\n",getpid());
               wait(NULL);
               printf("Parent : child done\n");
               puts("Parent : DONE");
       }else{
               printf("Child : a=%d\n",a);
               printf("Child : My PID = %d\n",getpid());
               printf("Child : My Parent PID = %d\n",getppid());
               sleep(1);
       }
       return 0;
}
```

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```
44. Process to get parent id

//www.prodevelopertutorial.com

#include <stdio.h>
#include <unistd.h>

int main()
{
      pid_t pid = getpid();
      printf("My PID = %d\n",pid);
      printf("My Parent PID = %d\n",getppid());
      return 0;
}
```

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```
45. Program to demonstrate pipe
//www.prodevelopertutorial.com
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
int main(void)
{
       pid_t childpid;
       int fd[2];
       char buf[10] = "Bye";
       //fd[0] is for reading
       //fd[1] is for writing
       if (pipe(fd) < 0){
               return 1;
       }
       childpid=fork();
       if (childpid > 0){
               //parent
               write(fd[1],"Hello",sizeof("Hello"));
       }else if (childpid == 0){
               //child
               read(fd[0],buf,sizeof(buf));
       }
       printf("CHILD PID = %d , buf = %s \n", childpid, buf);
       return 0;
```

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}

```
46. Program for sigaction
//www.prodevelopertutorial.com
#include <stdio.h>
#include <unistd.h>
#include <signal.h>
void sig_usr(int signo){
       if(signo==SIGINT)
              printf("Got SIGINT\n");
       else
              printf("Unknown signal number\n");
}
int main(void)
{
       struct sigaction sa;
       sa.sa_handler = sig_usr;
       sigemptyset(&sa.sa_mask);
       sa.sa flags = 0;
       if(sigaction(SIGINT, &sa, NULL) == -1) {
              printf("Error creating SIG_INT\n");
              return 1;
       }
       pause();
       return 0;
}
```

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### 47. Program to demonstrate signal

```
//www.prodevelopertutorial.com
#include <stdio.h>
#include <unistd.h>
#include <signal.h>
void sig_usr(int signo){
       if(signo==SIGINT)
              printf("Got SIGINT\n");
       else
              printf("Unknown signal number\n");
}
int main(void)
{
       if( signal(SIGINT, sig_usr) == SIG_ERR ) {
              printf("Error creating SIG_INT\n");
              return 1;
       }
       pause();
       return 0;
}
```

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```
48. Program to demonstrate sleep
//www.prodevelopertutorial.com
#include <stdio.h>
#include <time.h>
#include <unistd.h>
int main (void)
{
         time_t t0;
         t0 = time(NULL);
         /* Better than loop */
         sleep(2);
         printf("Executed in %lf seconds.\n", difftime(time(NULL), t0));
         return 0;
}
```

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### 49. Program to demonstrate watch function

```
//www.prodevelopertutorial.com

#include <stdio.h>
#include <time.h>

int main (void)
{
        time_t t0;

        t0 = time (NULL);
        printf("%lu sec since epoch\n", t0);
        printf("%s\n", ctime(&t0));
        return 0;
}
```

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# 50. Program for atoi //www.prodevelopertutorial.com #include <stdio.h> #include <stdlib.h> int main() { char s[12] = ""; int i = 0; scanf("%s",s); i = atoi(s); printf("%s = %i \n",s,i); return 0; }

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### 52. Program for file write

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
       char* filename = "myfile.txt";
       FILE* fp = fopen(filename, "w");
       char c = 'A';
       if(fp){
               while( c<='Z' ){
                      fputc(c,fp);
                      C++;
               fputc('\n',fp);
               fclose(fp);
       }else{
               printf("Opening %s failed\n", filename);
       return 0;
}
```

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### 53. Program to read file

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```
54. Program for fscanf
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
       char* filename = "numbers.txt";
       FILE* fp = fopen(filename, "r");
       int a = 0;
       if(fp){
              while(fscanf(fp,"%d",&a) != EOF){
                      printf("%d\n", a);
              }
              fclose(fp);
       }else{
              printf("Opening %s failed\n", filename);
       puts("");
       return 0;
}
```

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# 55. Program for fseek //www.prodevelopertutorial.com #include <stdio.h> int main() char\* filename = "myFile.txt"; FILE\* fp = fopen(filename, "r"); char c = 0; if(fp){ fseek(fp,5,SEEK\_SET); while( (c=fgetc(fp)) != EOF ){ printf("%c", c); } fclose(fp); }else{ printf("Opening %s failed\n", filename); puts("");

return 0;

}

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# 

}

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### 57. Program to demonstrate continue

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## 59. Program for for loop

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### 60. Program for pass by value and pass byreference

```
//www.prodevelopertutorial.com
#include <stdio.h>
void inc1(int byval)
       byval++;
}
void inc2(int *byref)
       (*byref)++;
}
int main()
{
       int a = 0;
       int b = 0;
       inc1(a);
       inc2(&b);
       printf("a= %d\n",a);
       printf("b= %d\n",b);
       return 0;
}
```

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```
61. Program to show pointers in C

//www.prodevelopertutorial.com

#include<stdio.h>

int main(){
  float celsius, fahrenheit;

  printf("Enter Fahrenheit: ");
  scanf("%f", &fahrenheit);

  celsius = (fahrenheit - 32) / 1.8;
  printf("\nCelsius: %.2f\n", celsius);
  return 0;
}
```

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### 62. Program to print heart pattern

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main(){
  int i,j;
  //loop for the upper part of the heart
  for(i=0;i<3;i++){
    for(j=i;j<2;j++){
       printf(" ");
    for(j=(i*2)+5;j>0;j--){
       printf("*");
    for(j=5-(i*2);j>0;j--){
       printf(" ");
    for(j=(i*2)+5;j>0;j--){
       printf("*");
    printf("\n");
  }
  //loop for the lower part of the heart
  for(i=0;i<10;i++){
    for(j=0;j<i;j++){
       printf(" ");
    for(j=19-(2*i);j>0;j--){
       printf("*");
    }
    printf("\n");
  }
  return 0;
}
```

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### 63: Program for pyramid pattern

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
  int i, space, rows, k=0, count = 0, count1 = 0;
  printf("Enter number of rows: ");
  scanf("%d",&rows);
  for(i=1; i<=rows; ++i)
    for(space=1; space <= rows-i; ++space)</pre>
      printf(" ");
      ++count;
    while(k != 2*i-1)
      if (count <= rows-1)
         printf("%d ", i+k);
         ++count;
      }
      else
         ++count1;
         printf("%d ", (i+k-2*count1));
      }
      ++k;
    count1 = count = k = 0;
    printf("\n");
  }
  return 0;
}
```

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### 65. Program to calculate equilateral triangle

```
//www.prodevelopertutorial.com
#include<stdio.h>
#include<math.h>
int main(){
  int side;
  float area;

  printf("Side: ");
  scanf("%d", &side);

  area = (sqrt(3) / 4)*(side*side);
  printf("Area: %.2f", area);

  printf("\n");
  return 0;
}
```

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```
66. Program to find area of dead body
//www.prodevelopertutorial.com
#include<stdio.h>
int main(){
  float length, breadth, area;
  printf("Enter Length: ");
  scanf("%f", &length);
  printf("Enter Breadth: ");
  scanf("%f", &breadth);
  area = breadth * length;
  printf("\nArea: %.2f\n", area);
  return 0;
}
```

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```
67. Area of rectangle

//www.prodevelopertutorial.com

#include<stdio.h>

int main(){
    int base, height, area;

    printf("Base: ");
    scanf("%d", &base);

    printf("Height: ");
    scanf("%d", &height);

    area = (height * base) / 2;
    printf("Area: %d", area);

    printf("\n");
    return 0;
}
```

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```
68. Program to get day-month-year
//www.prodevelopertutorial.com
#include<stdio.h>
int main(){
  int year, month, week, days;
  printf("Enter Days: ");
  scanf("%d", &days);
  year = (days - (days % 365)) / 365; // Get Year
  days = (days % 365);
  month = (days - (days % 30)) / 30; // Get Month
  days = days % 30;
  week = (days - (days % 7)) / 7; // Get Week
  days = days % 7; // Days
  printf("\n%d Year, %d Month, %d Week and %d Days\n", year, month, week, days);
  return 0;
}
```

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### 69 . Program to get diameter and circumference from radius

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main(){
  float radius, diameter, circumference, area, pi;
  pi = 3.1415926535;
  printf("Enter Radius: ");
  scanf("%f", &radius);
  diameter = 2 * radius;
  circumference = pi * diameter;
  area = pi * (radius * radius);
  printf("\nDiameter: %.8f", diameter);
  printf("\nCircumference: %.8f", circumference);
  printf("\nArea: %.8f", area);
  printf("\n");
  return 0;
}
```

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```
70. Program for Fahrenheit to celsius
//www.prodevelopertutorial.com
#include<stdio.h>
int main(){
  float celsius, fahrenheit;

  printf("Enter Fahrenheit: ");
  scanf("%f", &fahrenheit);

  celsius = (fahrenheit - 32) / 1.8;
  printf("\nCelsius: %.2f\n", celsius);
  return 0;
}
```

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## 71. Program to check if file exist

```
//www.prodevelopertutorial.com

#include <stdio.h>
int main()
{
    FILE *file = fopen("Test.txt", "r");
    if(file == NULL)
    {
        printf("ERROR : File Does Not Exist\n");
        return -1;
        }
        else
        {
            printf("File Exists\n");
        }
        return 0;
}
```

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#### 72: Get file size

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main(int argc, char *argv[])
       if(argc != 2)
       {
               printf("usage %s file.txt\n",argv[0]);
               return -1;
       }
       FILE * file = fopen(argv[1], "r");
       if(file == NULL)
               printf("[ERROR] Unable to open %s\n",argv[1]);
               return -1;
       }
       fseek(file, 0, SEEK_END);
       printf("%s is %d bytes long\n",argv[1],ftell(file));
       return 0;
}
```

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#### 73. Program for dynamic memory allocation

```
//www.prodevelopertutorial.com
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
int main() {
 char name[100];
 char *description;
 strcpy(name, "Imam Sutono");
// allocate memory dynamically
 description = malloc(200 * sizeof(char));
 if (description == NULL) {
  fprintf(stderr, "Error - unable to allocate required memory");
} else {
  strcpy(description, "Imam Sutono is student at Binus University");
 printf("Name : %s\n", name);
 printf("Description : %s\n", description);
 return 0;
}
```

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## 74. Program for resizing and releasing of memory

```
//www.prodevelopertutorial.com
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
int main() {
 char name[100];
 char *description;
 strcpy(name, "Imam Sutono");
 // allocate memory dynamically
 description = malloc(30 * sizeof(char));
 if (description == NULL) {
  fprintf(stderr, "Error - unable to allocate required memory");
} else {
  strcpy(description, "He is student at Binus University");
 printf("Name : %s\n", name);
 printf("Description : %s\n", description);
// release memory using free() function
free(description);
```

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```
75. Program for static variable
//www.prodevelopertutorial.com
#include <stdio.h>
// function declaration
void func(void);
static int count = 5; // global variable
int main()
{
    while(count--)
    {
       func();
    }

    return 0;
}

// function definition
void func(void)
{
    static int i = 5; // local static variable
    i++;

    printf("i is %d and count is %d\n", i, count);
}
```

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```
76. Program for case operator
//www.prodevelopertutorial.com

#include <stdio.h>

int main() {
    int sum = 17, count = 5;
    double mean;

mean = (double) sum / count; // convert data type of sum (int) to double printf("Value of sum : %f\n", mean);

return 0;
}
```

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```
77. Program for integer promotion

//www.prodevelopertutorial.com

#include <stdio.h>

int main() {
    int i = 17;
    char c = 'c'; // ASCII value is 99
    int sum;

sum = i + c; // convert 'c' to ASCII value then performing addition operation printf("Value of sum: %d\n", sum);

return 0;
}
```

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```
78. Program for typedef
//www.prodevelopertutorial.com
#include <stdio.h>
#include <string.h>
typedef struct Books {
 char title[50];
 char author[50];
 char subject[100];
 int book id;
} Book;
int main() {
 Book book;
 strcpy(book.title, "C Programming");
 strcpy(book.author, "ajay");
 strcpy(book.subject, "C Programming Tutorial");
 book.book id = 6495407;
 printf("Book 1 title : %s\n", book.title);
 printf("Book 1 author : %s\n", book.author);
 printf("Book 1 subject : %s\n", book.subject);
 printf("Book 1 book_id : %d\n", book.book_id);
 return 0;
```

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# 79. Program for bitwise left shift operator

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
   int a=7, b=2,c;
   c = a<<b;
   printf("Value of c = %d\n",c);
   return 0;
}</pre>
```

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```
80. Program for float
//www.prodevelopertutorial.com
#include <stdio.h>
int main(void)
{
    const double RENT = 3852.99; // const-style constant
    printf("*%f*\n", RENT);
    printf("*%e*\n", RENT);
    printf("*%4.2f*\n", RENT);
    printf("*%3.1f*\n", RENT);
    printf("*%10.3f*\n", RENT);
    printf("*%10.3E*\n", RENT);
    printf("*%+4.2f*\n", RENT);
    printf("*%010.2f*\n", RENT);
    return 0;
}
```

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# 81. Program for bitwise complement

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
   int a=14, b;
   b = ~a;
   printf("Value of c = %d\n",b);
   return 0;
}
```

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# 82. Program for bitwise and

```
//www.prodevelopertutorial.com
#include <stdio.h>
int main()
{
   int a=14, b= 7, c;
   c =a&b;
   printf("Value of c = %d\n",c);
   return 0;
}
```

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# 83. Program for getting remainder

```
//www.prodevelopertutorial.com
#include<stdio.h>
int main ()
{
  int t, A, B;
  int rem = 0;
  scanf ("%d", &t);

while (t--)
  {
  scanf ("%d%d",&A,&B);
  rem = A % B;
  printf("%d\n", rem);
  }

return 0;
}
```

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```
84. Program for ternary operator
//www.prodevelopertutorial.com
#include<stdio.h>
int main()
{
    float a,b,c,large;
    printf("Enter any 3 numbers\n");
    scanf("%f%f%f",&a,&b,&c);
    large = a>b? (a>c?a:c): (b>c?b:c);
    printf("The larger no is :%f\n", large);
    return 0;
}
```

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```
85. Program for structure in c
//www.prodevelopertutorial.com
#include <stdio.h>
/*structure declaration*/
struct employee{
       char name[30];
       int empld;
       float salary;
};
int main()
{
       /*declare and initialization of structure variable*/
       struct employee emp={"Mike",1120,76909.00f};
       printf("\n Name: %s" ,emp.name);
       printf("\n Id: %d"
                                    ,emp.empld);
       printf("\n Salary: %f\n",emp.salary);
       return 0;
}
```

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```
86. Program for nested structure
//www.prodevelopertutorial.com
#include <stdio.h>
struct student{
       char name[30];
       int rollNo;
       struct dateOfBirth{
              int dd;
              int mm;
              int yy;
       }DOB; /*created structure varoable DOB*/
};
int main()
       struct student std;
       printf("Enter name: ");
                                           gets(std.name);
       printf("Enter roll number: "); scanf("%d",&std.rollNo);
       printf("Enter Date of Birth [DD MM YY] format: ");
       scanf("%d%d%d",&std.DOB.dd,&std.DOB.mm,&std.DOB.yy);
       printf("\nName : %s \nRollNo : %d \nDate of birth :
%02d/%02d/%02d\n",std.name,std.rollNo,std.DOB.dd,std.DOB.mm,std.DOB.yy);
       return 0;
}
```

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```
87. Program for structure pointer
//www.prodevelopertutorial.com
#include <stdio.h>
struct item
       char itemName[30];
       int qty;
       float price;
       float amount;
};
int main()
       struct item itm;
                            /*declare variable of structure item*/
       struct item *pItem; /*declare pointer of structure item*/
       pltem = &itm;
                            /*pointer assignment - assigning address of itm to pltem*/
       /*read values using pointer*/
       printf("Enter product name: ");
       gets(pltem->itemName);
       printf("Enter price:");
       scanf("%f",&pItem->price);
       printf("Enter quantity: ");
       scanf("%d",&pItem->qty);
       /*calculate total amount of all quantity*/
       pltem->amount =(float)pltem->qty * pltem->price;
       /*print item details*/
       printf("\nName: %s",pltem->itemName);
       printf("\nPrice: %f",pItem->price);
       printf("\nQuantity: %d",pltem->qty);
       printf("\nTotal Amount: %f",pltem->amount);
       return 0;
}
```

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#### 88. Program for passing structure to function

```
//www.prodevelopertutorial.com
#include<stdio.h>
struct address
  char city[20];
  int pin;
  char phone[14];
};
struct employee
  char name[20];
  struct address add;
void display(struct employee);
void main ()
  struct employee emp;
  printf("Enter employee information?\n");
  scanf("%s %s %d %s",emp.name,emp.add.city, &emp.add.pin, emp.add.phone);
  display(emp);
}
void display(struct employee emp)
 printf("Printing the details....\n");
 printf("%s %s %d %s",emp.name,emp.add.city,emp.add.pin,emp.add.phone);
```

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## 89. Program for union

```
#include <stdio.h>
union test1
  int x;
  int y;
} Test1;
union test2
  int x;
  char y;
} Test2;
union test3
  int arr[10];
  char y;
} Test3;
int main()
  printf("sizeof(test1) = %lu, sizeof(test2) = %lu, "
      "sizeof(test3) = %lu",
      sizeof(Test1),
      sizeof(Test2), sizeof(Test3));
  return 0;
}
```

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## 90. Program for union pointer

```
#include <stdio.h>
union test
{
   int x;
   char y;
};
int main()
{
   union test p1;
   p1.x = 65;

   // p2 is a pointer to union p1
   union test* p2 = &p1;

   // Accessing union members using pointer
   printf("%d %c", p2->x, p2->y);
   return 0;
}
```

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```
91. Program for bitfields
#include <stdio.h>
#include <string.h>
/* define simple structure */
struct {
 unsigned int widthValidated;
 unsigned int heightValidated;
} status1;
/* define a structure with bit fields */
struct {
 unsigned int widthValidated: 1;
 unsigned int heightValidated: 1;
} status2;
int main() {
 printf( "Memory size occupied by status1 : %d\n", sizeof(status1));
 printf( "Memory size occupied by status2 : %d\n", sizeof(status2));
 return 0;
```

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}