```c
#include<stdio.h>
int main(){
        int a,b;
        printf("Enter two numbers:");
        scanf("%d%d",&a,&b);
        if (a==b){
                printf("Both numbers are equal.\n");
        }
return 0;
}
```

```c
#include<stdio.h>
int main(){
        int num;
        printf("Enter a number:");
        scanf("%d",&num);
        if (num%2==0){
                printf("%d is even.\n",num);
        }
return 0;
}
```

```c
#include<stdio.h>
int main(){
        int age;
        printf("Enter your age");
        scanf("%d",&age);
        if (age>=18){
                printf("you are eligible to vote.\n");
        }
return 0;
}
```

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```c
#include<stdio.h>
int main(){
        int m,n;
        printf("Enter a number:");
        scanf("%d",&m);
        if (m>0)
                n=1;
        else if (m==0)
                n=0;
        else

                n=-1;
                printf("the value of n is:%d\n",n);


return 0;
}
```

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```c
#include<stdio.h>
int main(){
        int a,b,c;
        printf("Enter three angles of a triangle:");
        scanf("%d%d%d",&a,&b,&c);
        if (a+b+c==180){
                printf("Triangle is valid.\n");
        }else{

                printf("Triangle is not valid.\n");
        }


return 0;
}
```

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```c
#include<stdio.h>
int main(){
        int year;
        printf("Enter a year:");
        scanf("%d",&year);
        if ((year%4==0&&year%100≠0)||
                        (year%400==0)){
            printf("%d is a leap year.\n",year);
        }else{
            printf("%d is not a leap year.\n",year);
        }

return 0;
}
```

```c
#include<stdio.h>
int main(){
        float temp;
        printf("Enter the temperature in centigrate:");
        scanf("%f",&temp);

        if (temp<0)
                printf("Freezing weather\n");
        else if (temp<=10)
                printf("Very cold weather\n");
        else if (temp<=20)
                printf("Cold weather\n");
        else if (temp<=30)
                printf("Normal in temp\n");
        else if (temp<=40)
                printf("It's hot\n");
        else
                printf("It's very hot\n");

return 0;
}
```

```c
#include<stdio.h>
int main(){
        int roll;
        char name[20];
        int marks1,marks2,marks3, total;
        float percentage;

        printf("Enter roll number:");
        scanf("%d",&roll);
        printf("Enter name:");
        scanf("%s",name);
        printf("Enter marks of physics,chemistry,and computer application:");
        scanf("%d%d%d",&marks1, &marks2,&marks3);

        total=marks1+marks2+marks3;
        percentage=total/3.0;

        printf("Roll no. %d\n",roll);
        printf("Name: %s\n",name);
        printf("Total marks: %d\n",total);
        printf("Percentage: %.2f\n",percentage);

        if (percentage >= 60)
                printf("Division: first\n");
        else if (percentage >= 50)
                printf("Division: second\n");
        else if (percentage >= 40)
                printf("Division: third\n");
        else
                printf("Division: fail\n");


return 0;
}
```

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```c
#include<stdio.h>
#include<string.h>
int main(){
        char username[20],password[20];
        //predefined username and password
        char correctUsername[]="admin";
        char correctPassword[]="4444";
        printf("enter username:");
        scanf("%s",username);
        if(strcmp(username,correctUsername)==0){
                printf("enter password:");
                scanf("%s",password);
                if(strcmp(password,correctPassword)==0){
                        printf("login successful!\n");
                }
                else{
                        printf("incorrect password!\n");
                }
        }
        else{
                printf("incorrect username!\n");
        }
        return 0;
```

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```c
#include<stdio.h>
int main(){
    int num;
    printf("enter number:");
    scanf("%d",&num);
    if (num>0){
        printf("the number is positive\n");
        if(num%2==0){
            printf("the no is even\n");}

        else{
            printf("the no is odd\n");

        }

    else
            if(num<0){
                printf("the number is negative\n");
            }
            else{
                printf("the number is zero\n");

            }

    return 
```

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```c
#include<stdio.h>
int main(){
        int choice;
        float num1,num2,result;
        while(1){
                printf("\nsimple claculator menu:\n");
                printf("1. addition(+)\n");
                printf("2. subtraction(-)\n");
                printf("3. multiplication(*)\n");
                printf("4. division(/)\n");
                printf("5. exit\n");
                printf("enter your choice:");
                scanf("%d",&choice);
                if (choice==5){
                        printf("exiting\n");
                        break;
                }
                printf("enter two numbers:");
                scanf("%f %f",&num1,&num2);
                switch(choice){
case1: result=num1+num2;
       printf("result: %.2f + %.2f = %.2f\n",num1,num2,result);
       break;
case2: result=num1-num2;
       printf("result: %.2f - %.2f = %.2f\n",num1,num2,result);
       break;
case3: result=num1*num2;
       printf("result : %.2f * %.2f = %.2f\n",num1,num2,result);
       break;
case4: if(num2!=0)
       {
               result=num1/num2;
       printf("result : %.2f / %.2f = %.2f\n",num1,num2,result);
```

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```c
        }
        printf("enter two numbers:");
        scanf("%f %f",&num1,&num2);
        switch(choice){
case1: result=num1+num2;
    printf("result: %.2f + %.2f = %.2f\n",num1,num2,result);
    break;
case2: result=num1-num2;
    printf("result: %.2f - %.2f = %.2f\n",num1,num2,result);
    break;
case3: result=num1*num2;
    printf("result : %.2f * %.2f = %.2f\n",num1,num2,result);
    break;
case4: if(num2!=0)
        {
        result=num1/num2;
    printf("result : %.2f / %.2f = %.2f\n",num1,num2,result);
        }
    else{
        printf("division not possible\n");
        }
    break;
                default:
printf("invalid choice!\n");
        }
    return 0
```