---. . .qQ1

START

DECLARE num1, num2, sum AS INTEGER

DISPLAY "Enter first number: "

READ num1

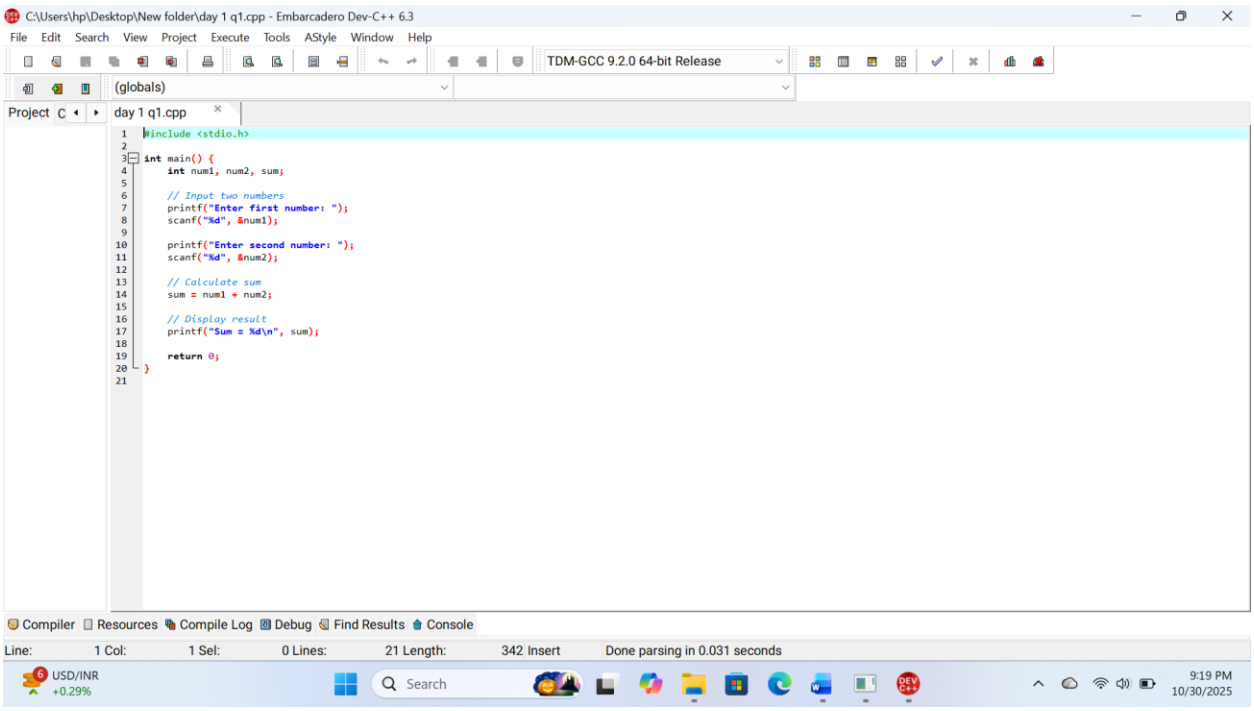
DISPLAY "Enter second number: "

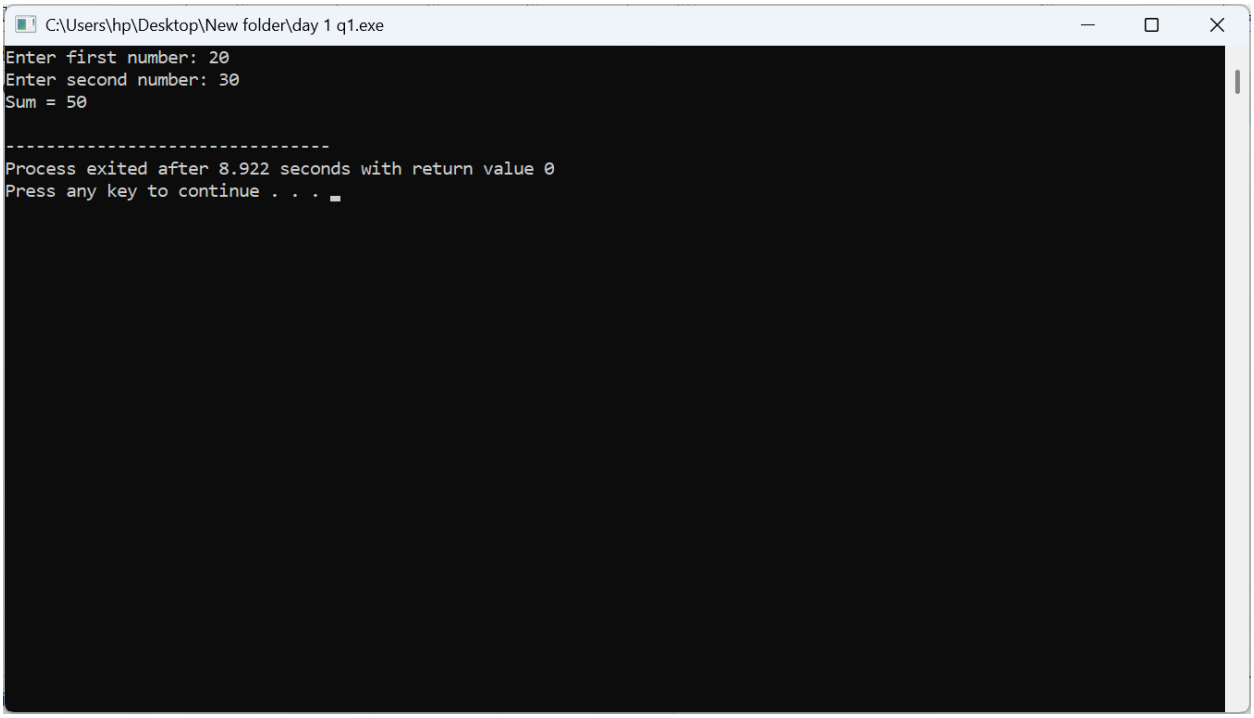
READ num2

sum ← num1 + num2

DISPLAY "Sum = ", sum

END


C:\Users\hp\Desktop\New folder\day 1 q1.cpp - Embarcadero Dev-C++ 6.3
File Edit Search View Project Execute Tools AStyle Window Help
TDM-GCC 9.2.0 64-bit Release
(globals)
Project
day 1 q1.cpp
#include <stdio.h>
int main() {
int num1, num2, sum;
// Input two numbers
printf("Enter first number: ");
scanf("%d", &num1);
printf("Enter second number: ");
scanf("%d", &num2);
// Calculate sum
sum = num1 + num2;
// Display result
printf("Sum = %d\n", sum);
return 0;
}
Compiler Resources Compile Log Debug Find Results Console
Line: 1 Col: 1 Sel: 0 Lines: 21 Length: 342 Insert Done parsing in 0.031 seconds
USD/INR +0.29%
Search
9:19 PM 10/30/2025


C:\Users\hp\Desktop\New folder\day 1 q1.exe
Enter first number: 20
Enter second number: 30
Sum = 50

Process exited after 8.922 seconds with return value 0
Press any key to continue . . .

Step 1: Start

Step 2: Declare three integer variables: num1, num2, and sum

Step 3: Display message "Enter first number:"

Step 4: Read the first number and store it in num1

Step 5: Display message "Enter second number:"

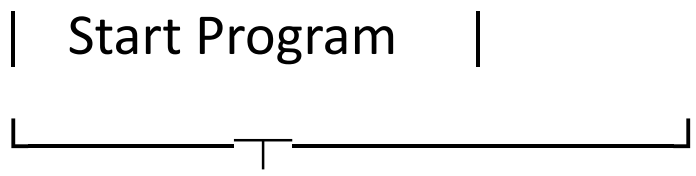
Step 6: Read the second number and store it in num2

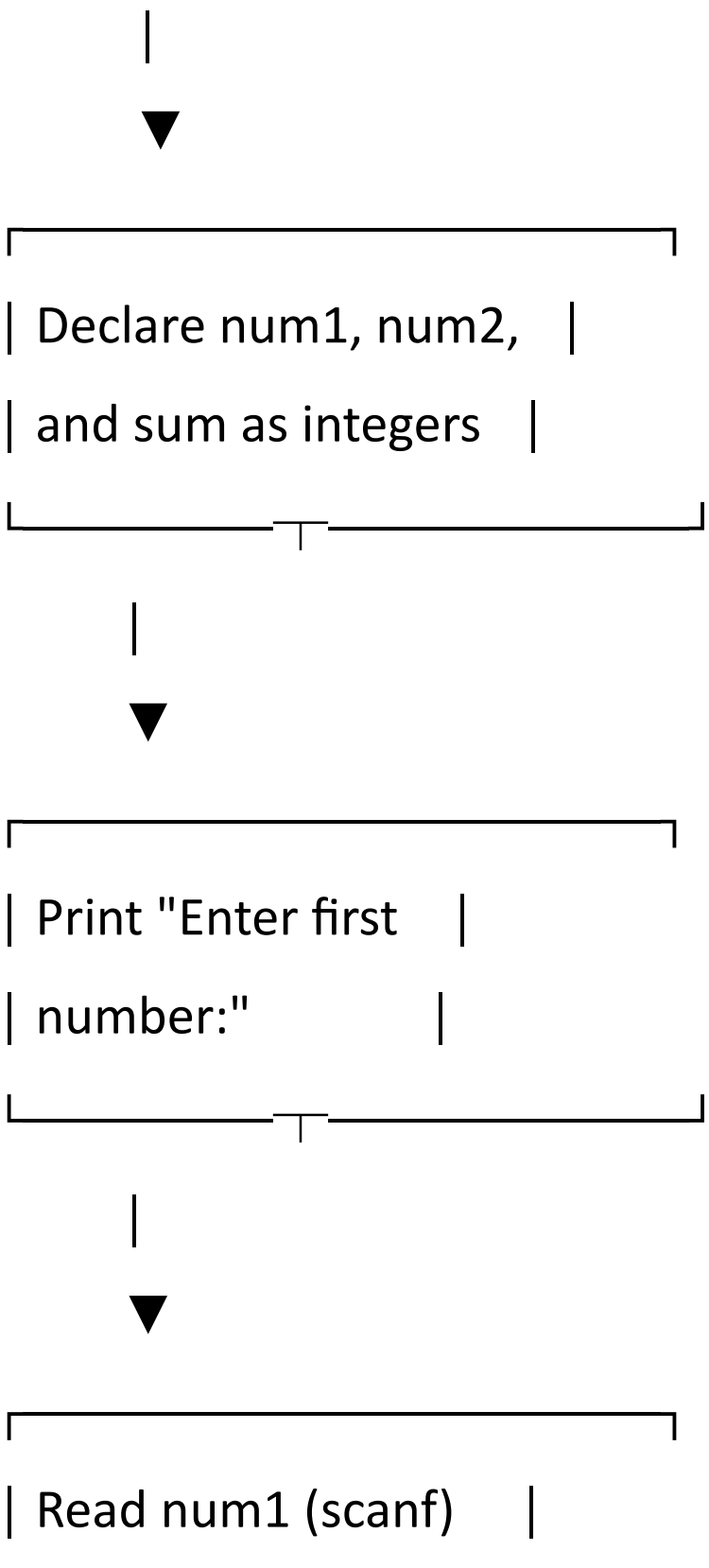
Step 7: Calculate the sum → sum = num1 + num2

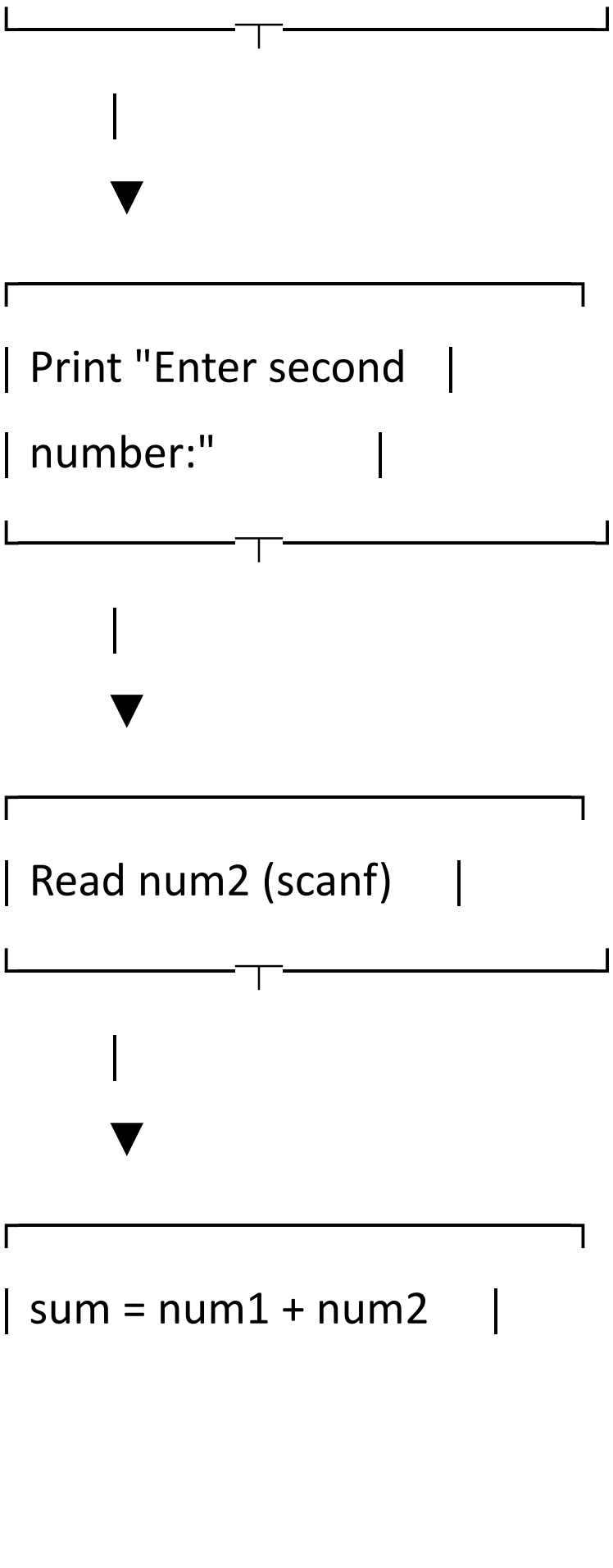
Step 8: Display the result → "Sum = ", followed by the value of sum

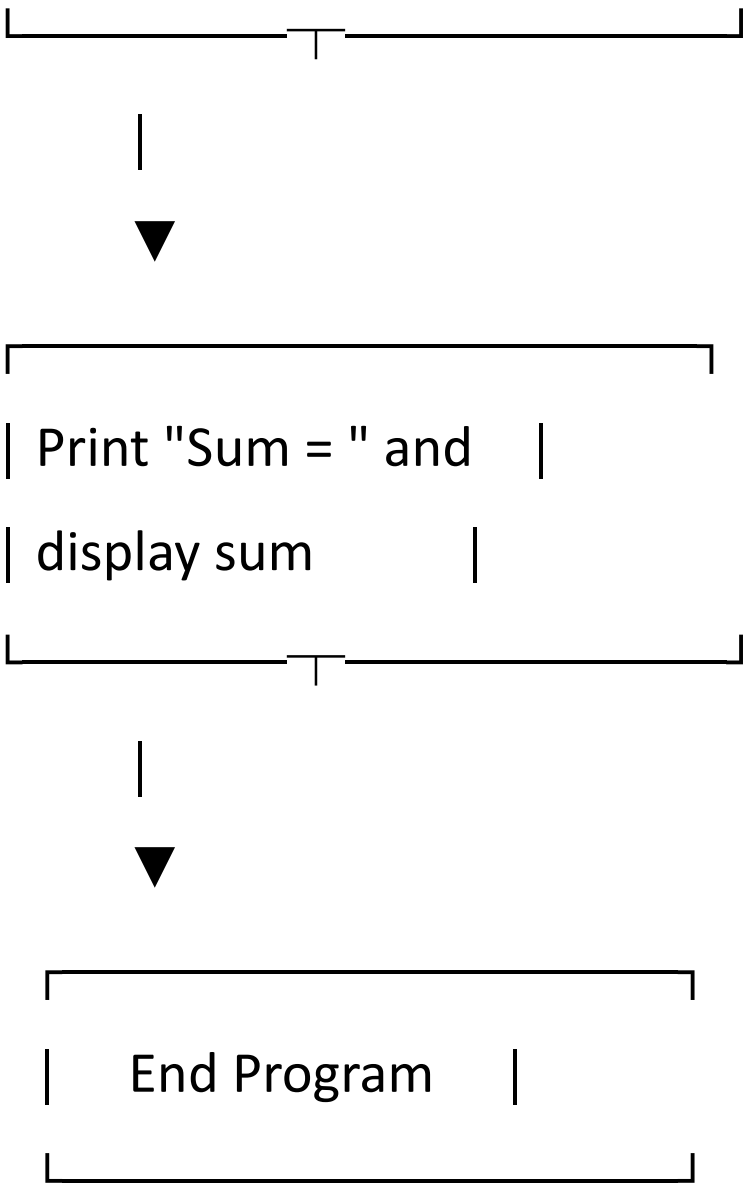
Step 9: Stop

flowchart

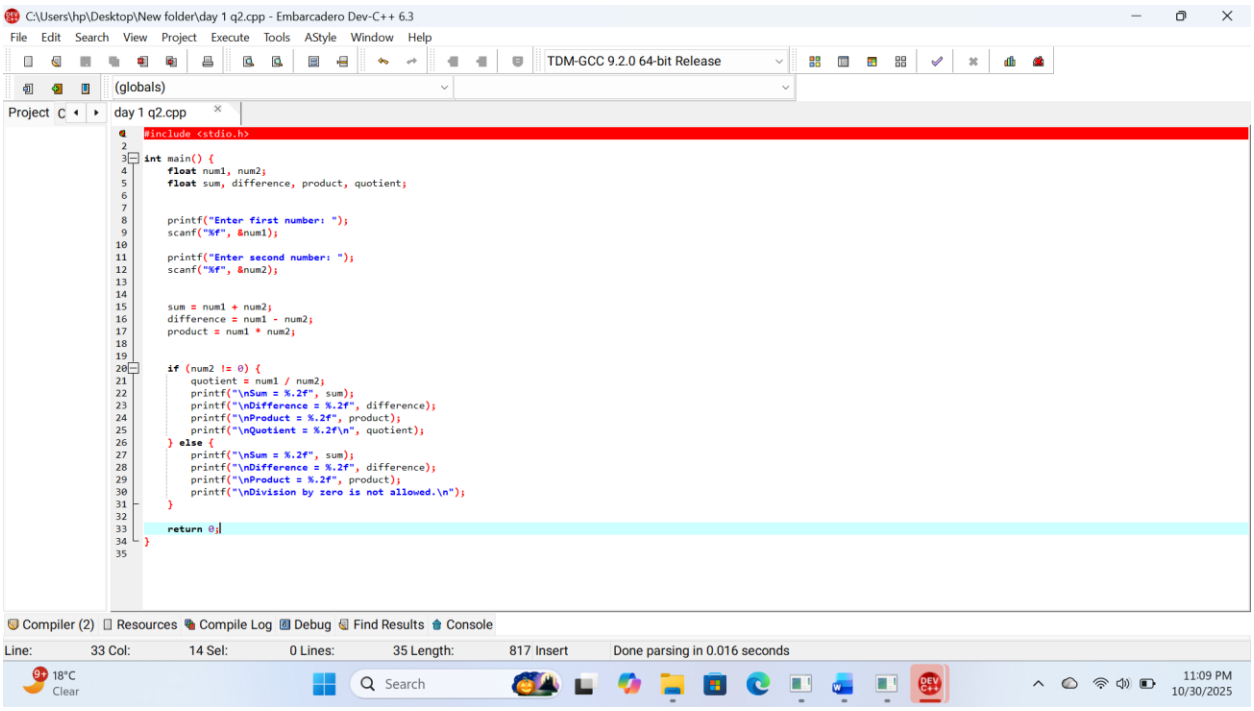



Declare num1, num2,
and sum as integers
Print "Enter first
number:"
Read num1 (scanf)


Print "Enter second number:"
Read num2 (scanf)
sum = num1 + num2



Q2



Algorithim

Step 1: Start

Step 2: Declare variables num1, num2, sum, difference, product, quotient as float.

Step 3: Prompt the user to enter the first number and store it in num1.

Step 4: Prompt the user to enter the second number and store it in num2.

Step 5: Compute

sum = num1 + num2

difference = num1 - num2

product = num1 * num2

Step 6: Check if num2 != 0:

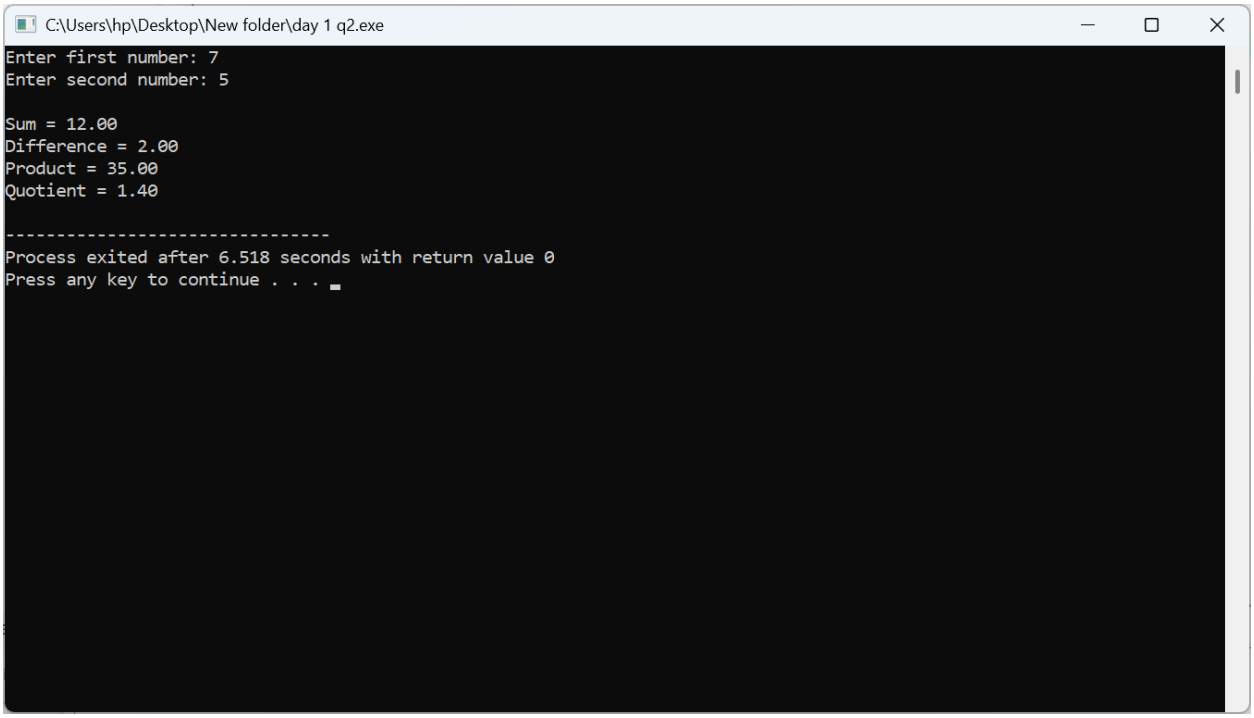
If true:

- Compute quotient = num1 / num2
- Display sum, difference, product, and quotient

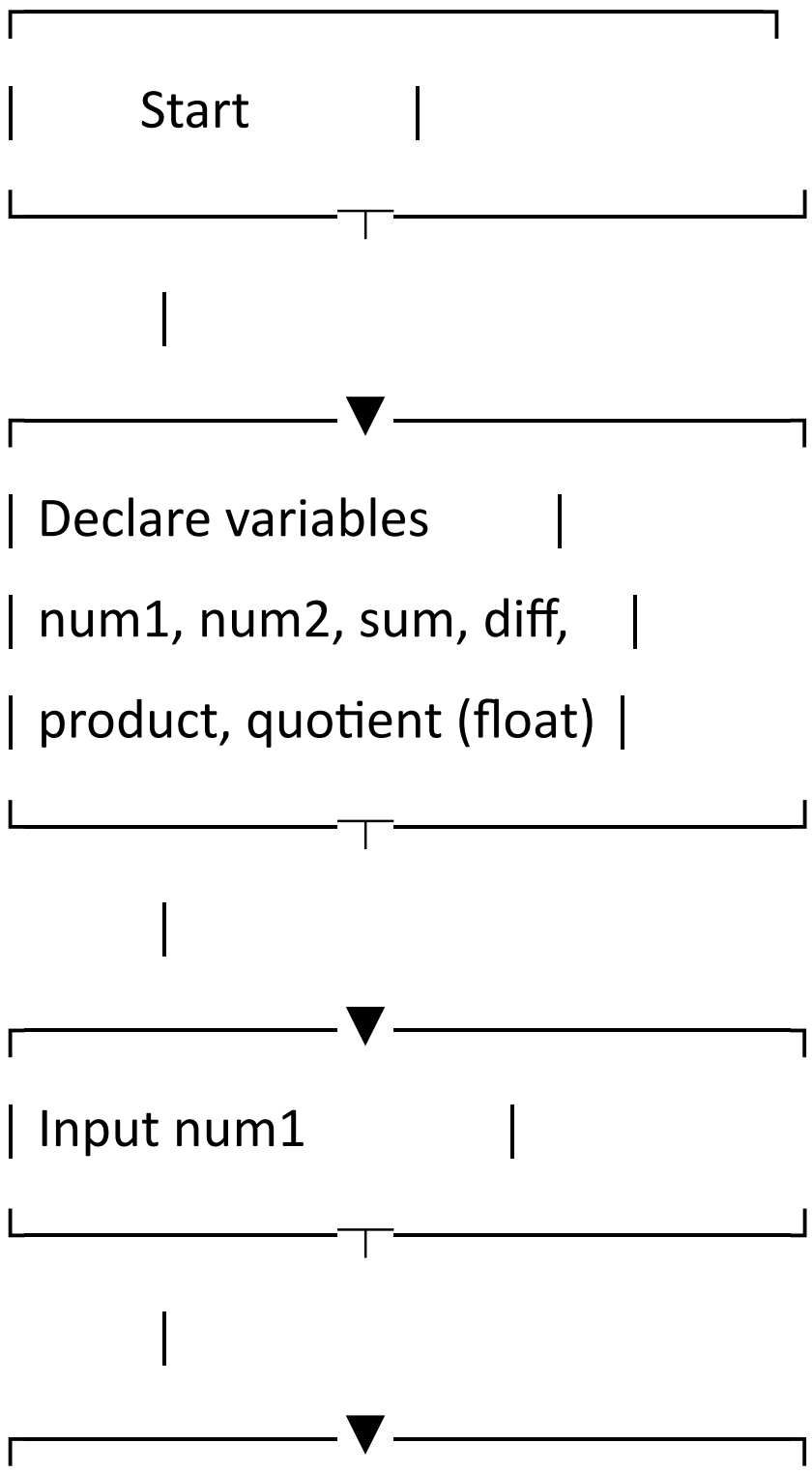
Else:

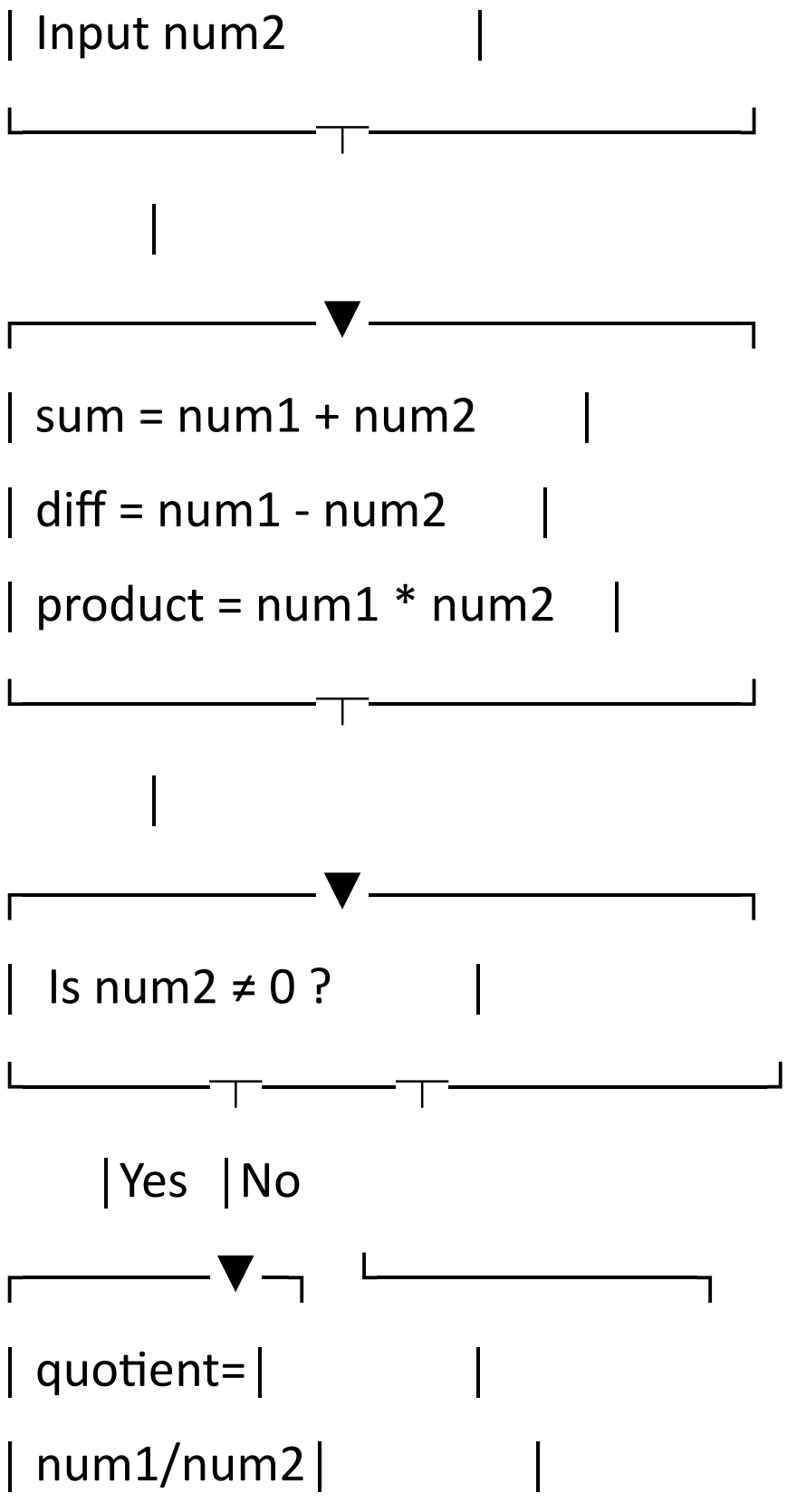
- Display sum, difference, product
- Display “Division by zero is not allowed.”

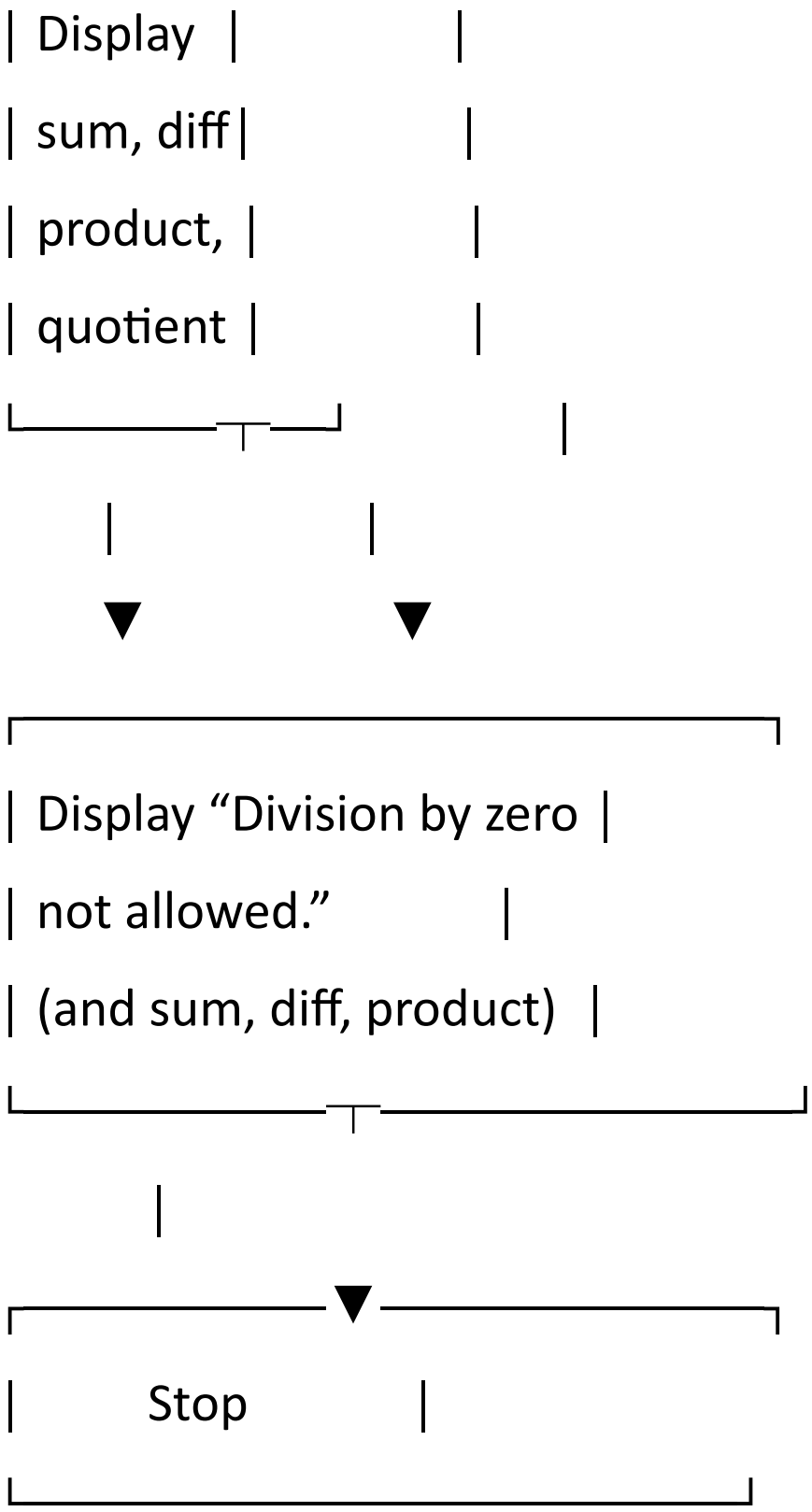
Step 7: Stop



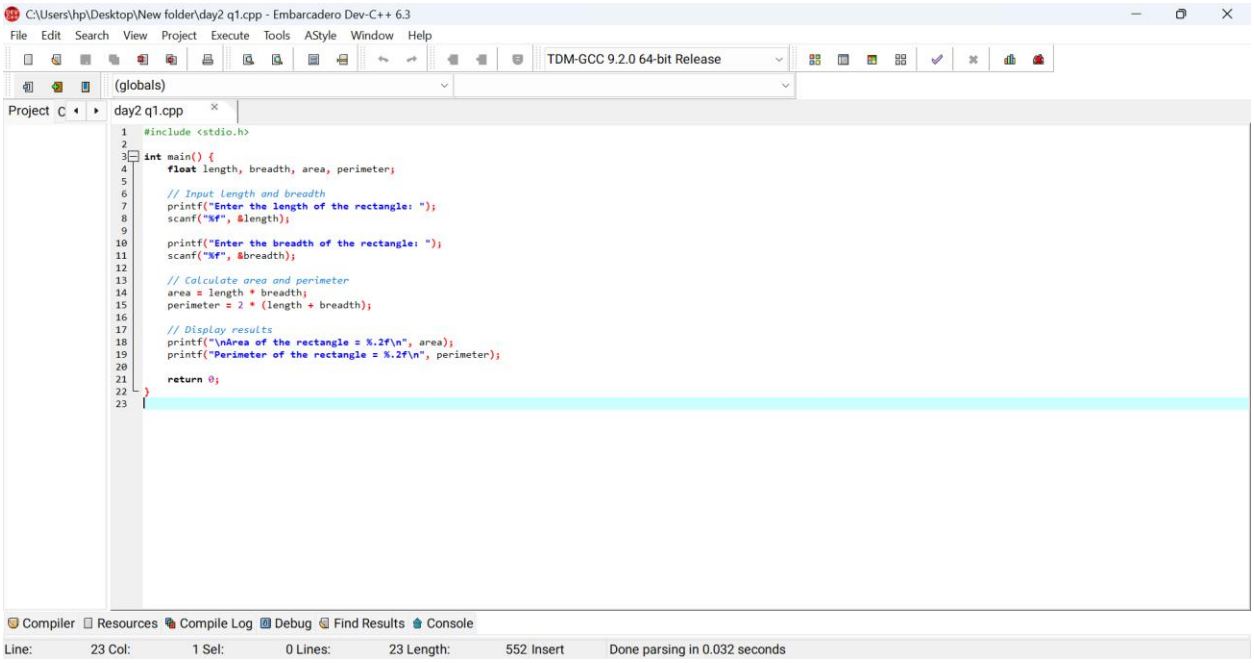
Flowchart


Start
Declare variables
num1, num2, sum, diff,
product, quotient (float)
Input num1


Input num2
sum = num1 + num2
diff = num1 - num2
product = num1 * num2
Is num2 ≠ 0 ?
Yes
No
quotient=
num1/num2


Display
sum, diff
product,
quotient
Display “Division by zero
not allowed.”
(and sum, diff, product)
Stop

Q3



Step 1: Start

Step 2: Declare variables length, breadth, area, and perimeter as float.

Step 3: Prompt the user to enter the length of the rectangle and store it in length.

Step 4: Prompt the user to enter the breadth of the rectangle and store it in breadth.

Step 5: Calculate the area using the formula:

area = length * breadth

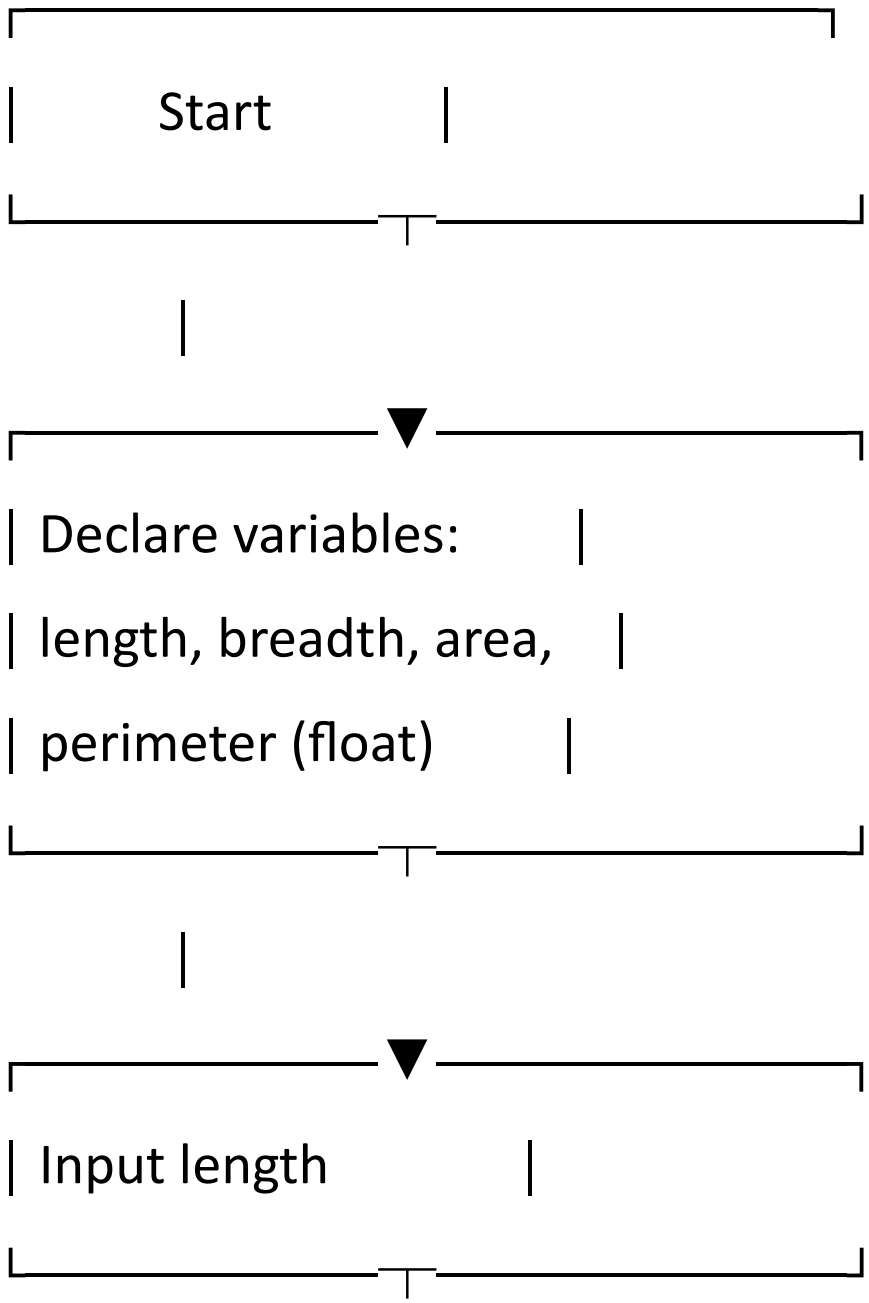
Step 6: Calculate the perimeter using the formula:

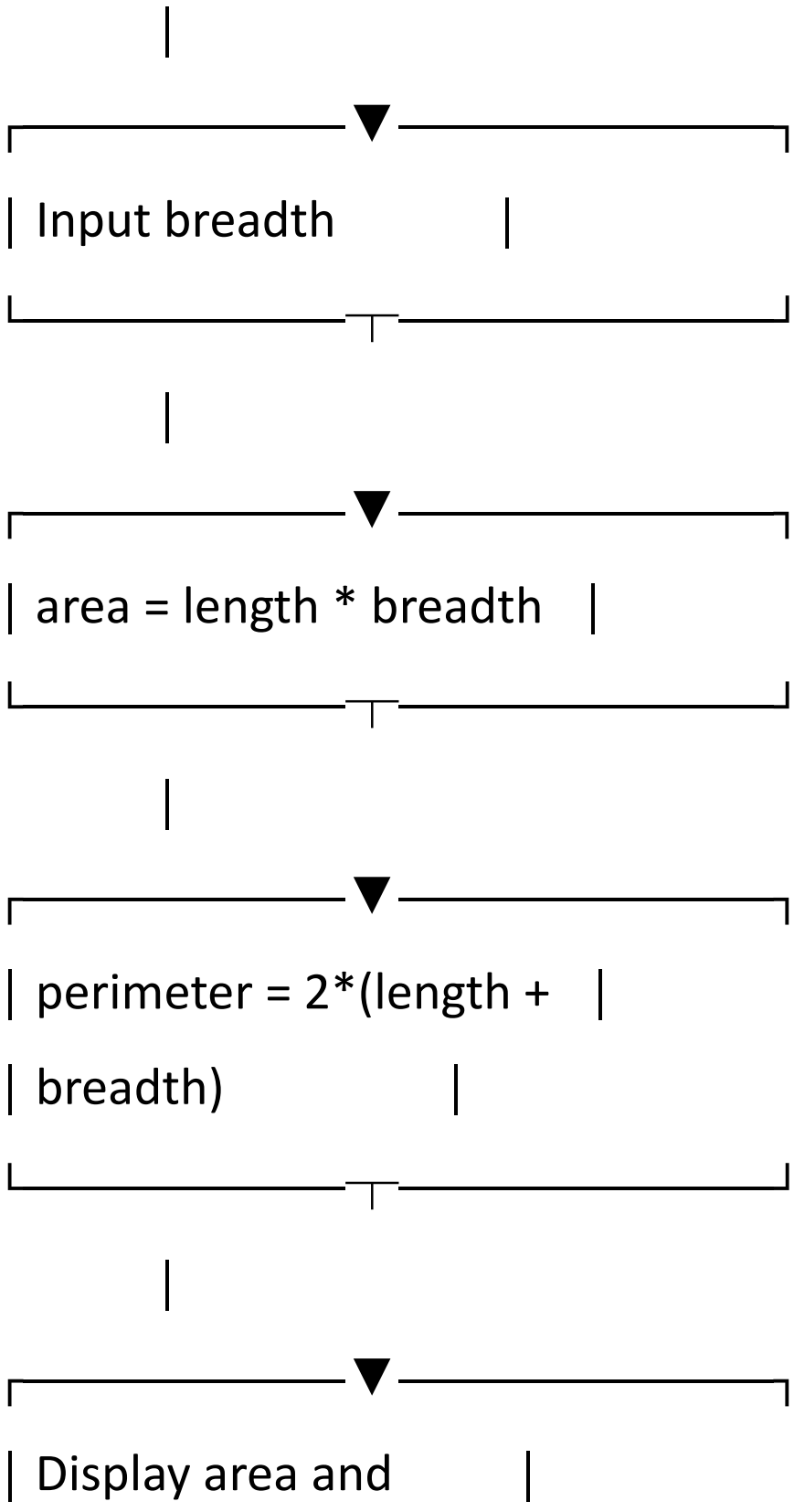
perimeter = 2 * (length + breadth)

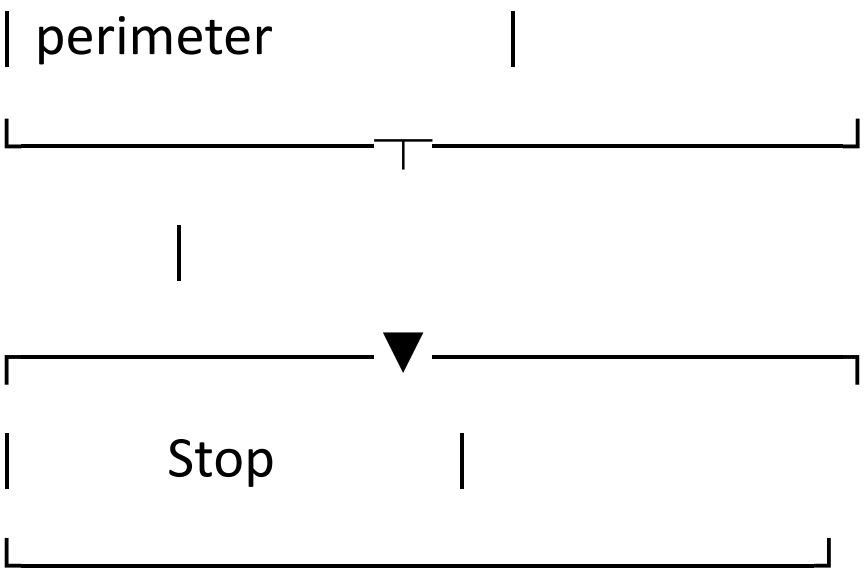
Step 7: Display the area and perimeter.

Step 8: Stop

flowchart




Input breadth
area = length * breadth
perimeter = 2*(length +
breadth)
Display area and




```
Enter the length of the rectangle: 7
Enter the breadth of the rectangle: 8

Area of the rectangle = 56.00
Perimeter of the rectangle = 30.00

--------------------------------
Process exited after 9.287 seconds with return value 0
Press any key to continue . . .
```

Q3 end

Q4

START

DECLARE radius, area, circumference AS float

SET PI = 3.14159

PRINT "Enter the radius of the circle: "

READ radius

CALCULATE area = PI * radius * radius

CALCULATE circumference = 2 * PI * radius

PRINT "Area of the circle = ", area (formatted to 2 decimal places)

PRINT "Circumference of the circle = ", circumference (formatted to 2 decimal places)

END

```c
#include <stdio.h>

int main() {
    float radius, area, circumference;
    const float PI = 3.14159;

    // Input radius
    printf("Enter the radius of the circle: ");
    scanf("%f", &radius);

    // Calculate area and circumference
    area = PI * radius * radius;
    circumference = 2 * PI * radius;

    // Display results
    printf("\nArea of the circle = %.2f\n", area);
    printf("Circumference of the circle = %.2f\n", circumference);

    return 0;
}
```

```
Enter the radius of the circle: 7

Area of the circle = 153.94
Circumference of the circle = 43.98

--------------------------------
Process exited after 2.817 seconds with return value 0
Press any key to continue . . .
```

Algorithim

Step 1: Start

Step 2: Declare variables radius, area, circumference, and constant PI = 3.14159.

Step 3: Prompt the user to enter the radius of the circle.

Step 4: Read the radius value from user input.

Step 5: Calculate the **area** using the formula

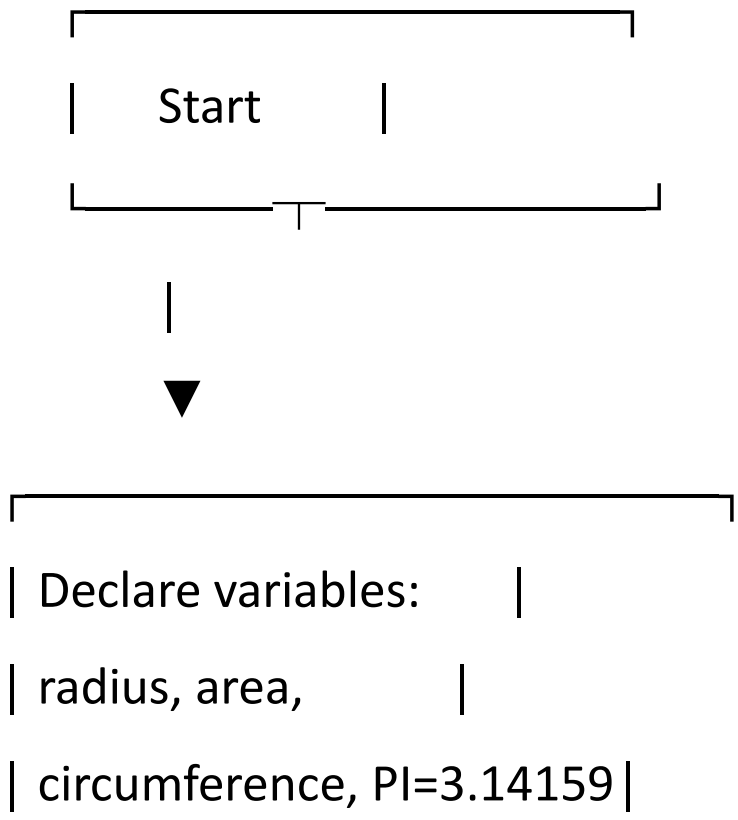
area = PI * radius * radius

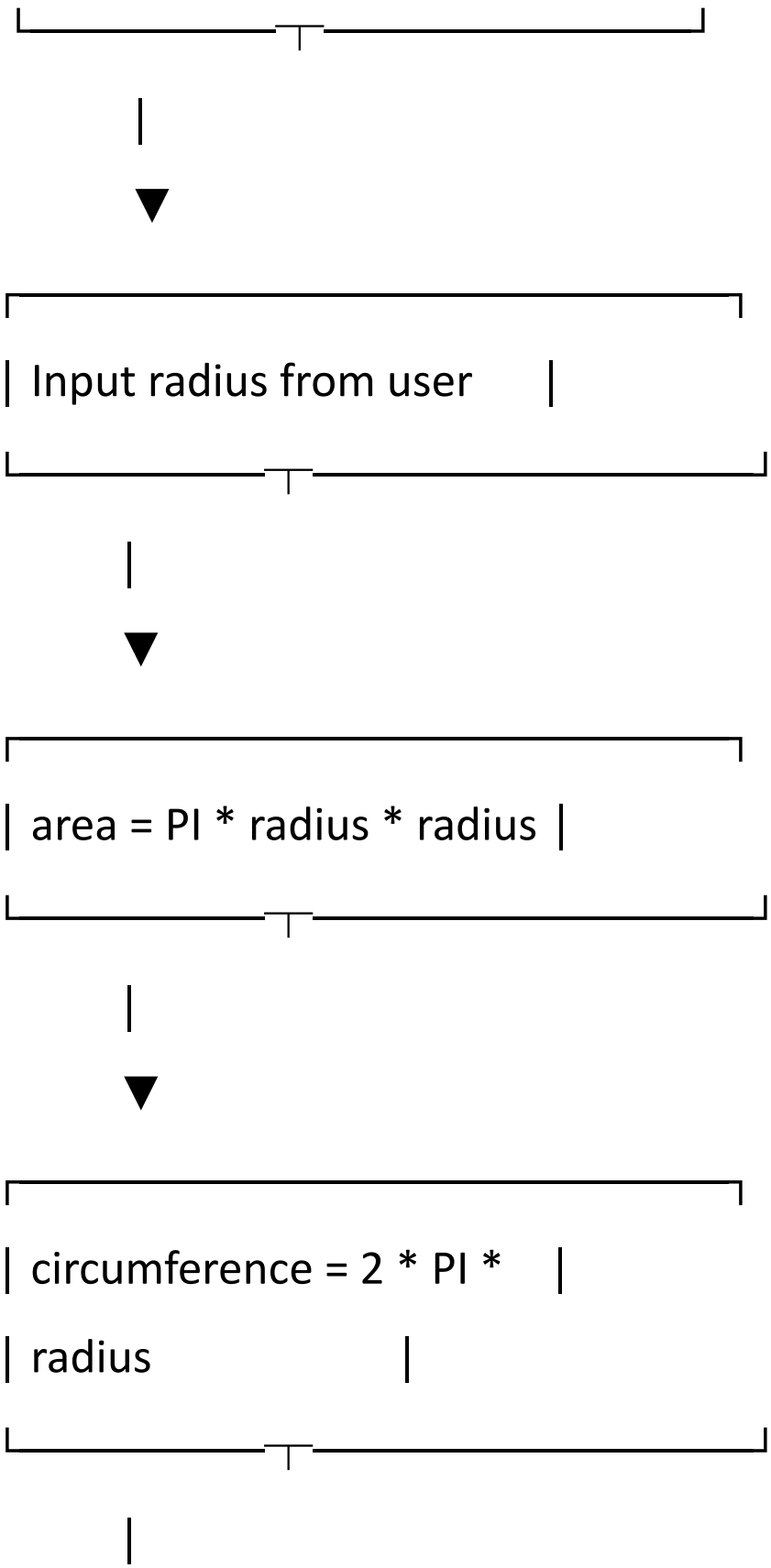
Step 6: Calculate the **circumference** using the formula

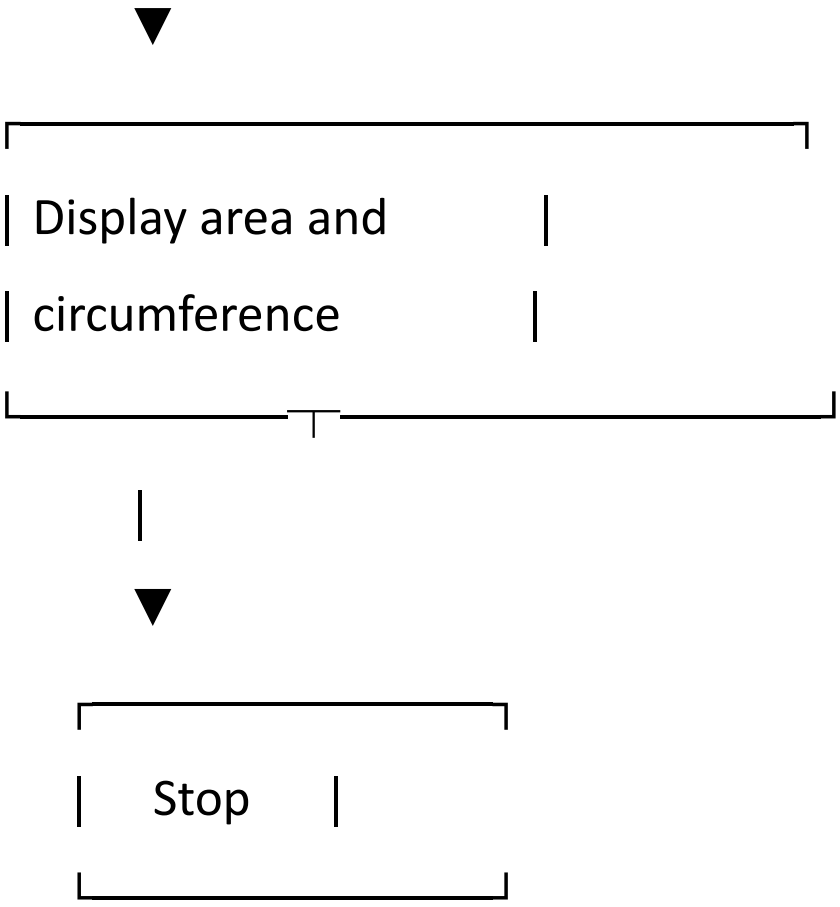
circumference = 2 * PI * radius

Step 7: Display the area and circumference.

Step 8: Stop




Input radius from user
area = PI * radius * radius
circumference = 2 * PI *
radius



Q5

```c
#include <stdio.h>

int main() {
    float celsius, fahrenheit;

    // Input temperature in Celsius
    printf("Enter temperature in Celsius: ");
    scanf("%f", &celsius);

    // Convert Celsius to Fahrenheit
    fahrenheit = (celsius * 9 / 5) + 32;

    // Display the result
    printf("Temperature in Fahrenheit: %.2f\n", fahrenheit);

    return 0;
}
```

Step 1: Start

Step 2: Declare two float variables — celsius and fahrenheit

Step 3: Prompt the user to enter the temperature in Celsius

Step 4: Read the input value and store it in the variable celsius

Step 5: Calculate Fahrenheit using the formula:

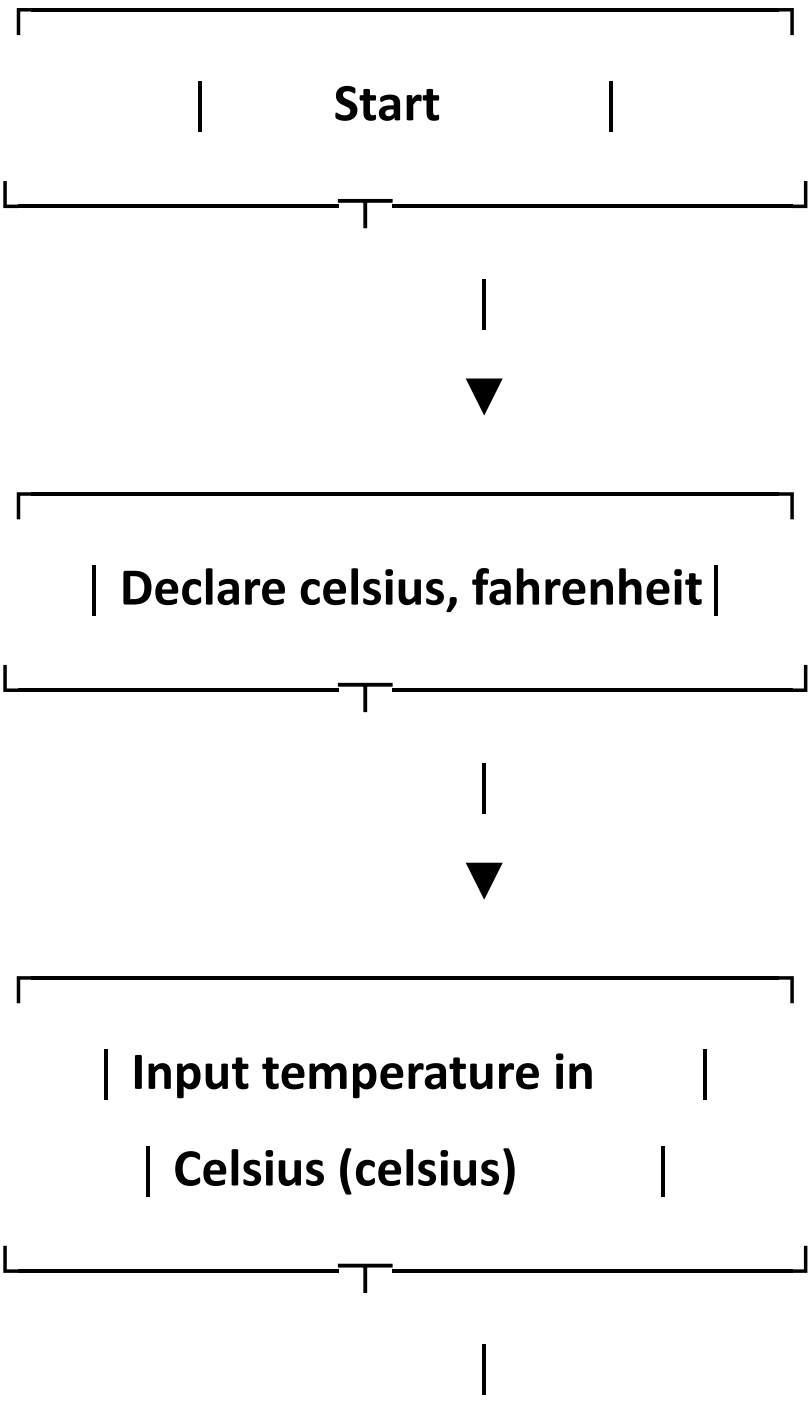
fahrenheit = (celsius * 9 / 5) + 32

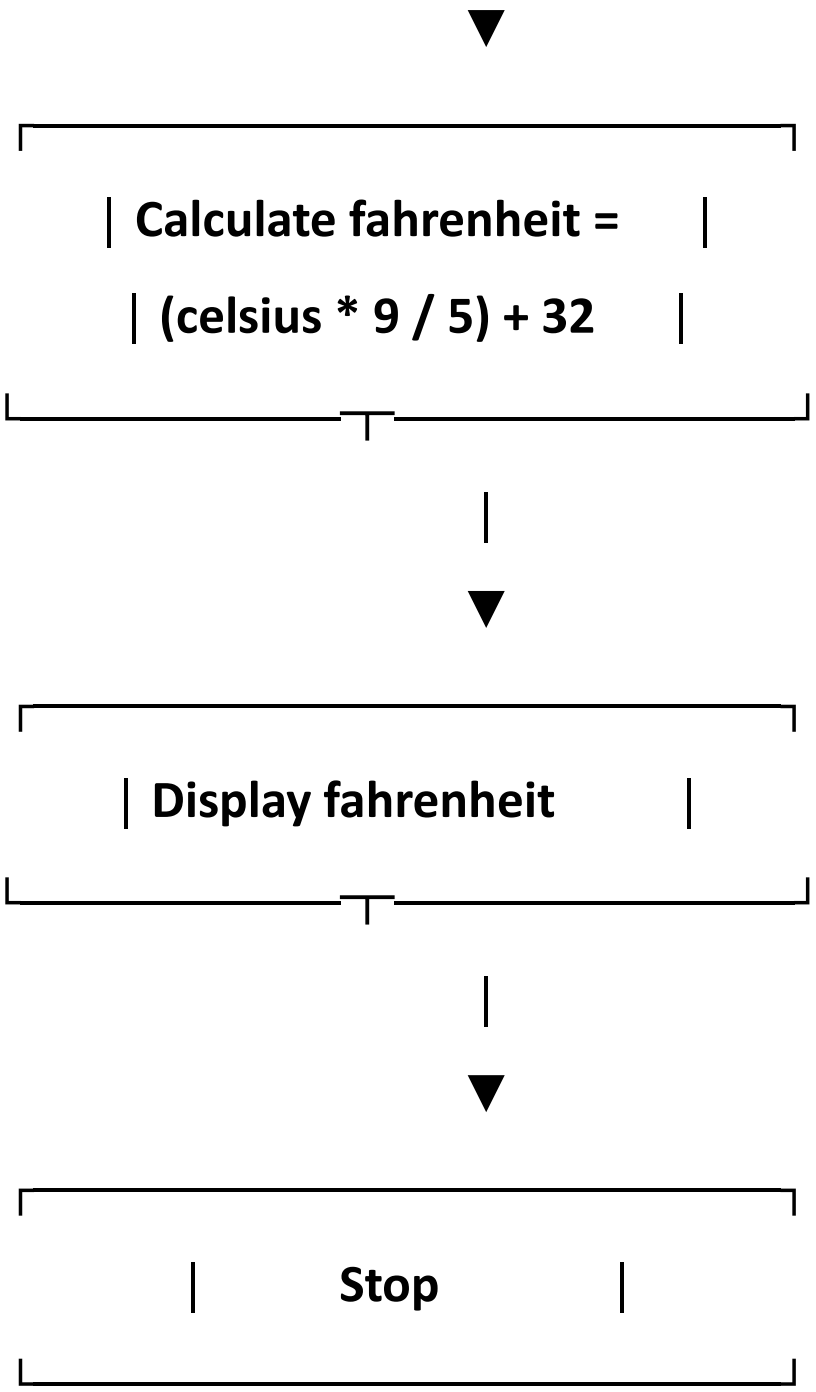
Step 6: Display the result (Fahrenheit value) on the screen

Step 7: Stop

```
Enter temperature in Celsius: 27
Temperature in Fahrenheit: 80.60

--------------------------------
Process exited after 7.787 seconds with return value 0
Press any key to continue . . .
```




Calculate fahrenheit =
(celsius * 9 / 5) + 32
Display fahrenheit
Stop

Q6

```c
#include <stdio.h>

int main() {
    int a, b, temp;

    // Input two numbers
    printf("Enter first number: ");
    scanf("%d", &a);

    printf("Enter second number: ");
    scanf("%d", &b);

    // Display numbers before swapping
    printf("\nBefore swapping: a = %d, b = %d\n", a, b);

    // Swap using a third variable
    temp = a;
    a = b;
    b = temp;

    // Display numbers after swapping
    printf("After swapping: a = %d, b = %d\n", a, b);

    return 0;
}
```

```
Enter first number: 20
Enter second number: 31

Before swapping: a = 20, b = 31
After swapping: a = 31, b = 20

--------------------------------
Process exited after 11.65 seconds with return value 0
Press any key to continue . . .
```