**Assignment No :- 1 .PROGRAM FOR CALL BY VALUE**

**Input**

#include<stdio.h>

#include<conio.h>

Void add(int x,int y)

{

Int z;

Z=x+y;

Printf(“\nAddition is:%d”,z);

}

Void main()

{

Int num1,num2;

Clrscr();

Printf(“Enter any two numbers:”);

Scanf(“%d%d”,&num1,&num2);

Add(num1,num2);//Call By Value

getch();

}

**Output**

Enter any two numbers: 10 20

Addition is:30

**Assignment No :– 2 PROGRAM FOR CALL BY REFERENCES**

**Input**

#include<stdio.h>

#include<conio.h>

Void swap(int x,int “y)

{

Int temp;

Temp=\*x;

\*x=\*y;

\*y=temp;

} void main()

{

Int num1,num2;

Clrscr();

Printf(“Enter Any Two Numbers:”);

Scanf(“%d%d”,&num1,&num2);

Printf(“\nBefore Swapping \nNumber1=%d and Number2=%d”, num1,num2);

Swap(&num1,&num2);

Printf(“\nAfter Swapping \nNumber1=%d and Number2=%d”,num1,num2);

Getch();

}

# Output

Enter any two numbers:

10

20

Addition is:30

**Assignment No :- 3 PROGRAM FOR RECURSION**

**Input**

#include<stdio.h>

#include<conio.h>

Int fact(int n);

Void main()

{

Int num,result;

Clrscr();

Printf(“Enter Any Number:”);

Scanf(“%d”,&num);

Result=fact(num);

Printf(“Factorial of Numbers

Is:%d”, result);

Getch();

}

Int fact(int n)

{

If(n==1)

{

}

Return n;

Else

{

}

Return n\*fact(n-1);

}

**Output**

Enter Any Number:

5

Factorial of Numbers is: 120

Practical 4th:.PROGRAM FOR STATIC VARIABLE

#include<stdio.h>

#include<conio.h>

Void staticc();

Void main()

{

Clrscr();

Staticc():

Staticc();

Getch():

}

Void staticc() {

Float const pi=3.14;

Static num=10;

Num++;

Printf(“\nStatic Number:%d”,num);

Printf(“\nConstant Number:%f”,pi);

}

Output:

Static Number:11

Constant Number:3.140000

Static Number:12

Constant Number:3.140000

Practical 5th:PROGRAM FOR POINTER TO ARRAY

#include<stdio.h>

#include<conio.h>

Void main()

{

Int num[]={10,20,30,40);

Int I,\*ptr;

Clrscr(); ptr=&num[0];

For(i=0;i<4;i++)

{ printf(“\n%d”,\*ptr);

Ptr++;

}

Getch();

}

Output:

10

20

30

40

Practical 6th:.PROGRAM FOR POINTER TO FUNCTION

#include<stdio.h>

#include<conio.h>

Void add(int x, int y)

{

Printf(“Addition=%d”,x+y);

Void main()

{

Void (\*fptr) (int, int);

Fptr=&add;

Fptr(5,7);

Getch();

}

Output:

Addition=12

7.PROGRAM FOR POINTER TO POINTER

#include<stdio.h>

#include<conio.h>

Void main()

{

Int num=100;

Int \*ptr;

Int \*\*ptrr;

Clrscr();

Ptr=&num;

Ptrr=&ptr;

Printf(“\nValue at Number is:%d”,\*\*ptrr); printf(“\nValue at Number is:%d”,\*ptr);

Printf(“\nAddress of Number is:%u”,ptr); printf(“\nAddress of Pointer is:%u”,ptrr); getch();

}

Output

Value at Number is:100

Value at Number is:100

Address of Number is:65524

Address of Pointer is:65522

8.PROGRAM FOR STRUCTURE.

#include<stdio.h>

#include<conio.h>

Struct student

Char name[20];

Int roll\_no;

Float per,

Void main()

{

Struct student s1;

Clrscr();

Printf(“Enter student name:\n”);

Scanf(“%s”, &s1.name);

Printf(“Enter student

Roll\_no:\n”); scanf(“%d”,&s1.roll\_no);

printf(“Enter student

Percentage:\n”);

Scanf(“%f”,&s1.per);

Printf(“Student information are:\n”); printf(“Student name:%s\n”,s1.name);

Printf(“Student roll\_no:%d\n”,s1.roll\_no);

Printf(“Student Percentage:%f”,s1.per);

Getch();)

Output

Enter student name:

Kapil

Enter student roll\_no:

41

Enter student percentage:

93.18

Student information are:

Student name:kapil

Student roll\_no:41

Student Percentage:93.180000

9.PROGRAM FOR UNION.

#include<stdio.h>

#include<conio.h>

Union student

{ char name[20]; int roll\_no; float per;

Void main()

{

Union student s1;

Clrscr();

Printf(“Fill up student information:\n”);

printf(“Enter student name:\n”);

scanf(“%s”, &s1.name);

printf(“Student name:%s\n”,s1.name);

printf(“Enter student roll\_no:\n”);

scanf(“%d”, &s1.roll\_no);

printf(“Student roll\_no:%d\n”,s1.roll\_no);

printf(“Enter student percentage:\n”);

scanf(“%f”,&s1.per);

printf(“Student percentage:%f”, s1.per);

getch();

}

Output

Fill up student information:

Enter student name:

Soham

Student name:soham

Enter student roll\_no:

35

Student roll\_no:35

Enter student percentage:

76.34

Student percentage: 76.339996

10.PROGRAM FOR GRAPHICS.

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

Int gd=DETECT.gm; clrscr();

initgraph(&gd,&gm,”C:\\TURBOC3\\BGI”);

Setcolor(RED);

Setbkcolor(7);

line(60,120,60,320);

line(70,120,70,320);

Rectangle(30,320,100,330);

rectangle(20,330,110,340);

rectangle(10,340,120,350);

rectangle(70,120,160,135);

rectangle(70,135,160,150);

rectangle(70,150,160,165);

Circle(65,113,8);

Circle(115,142,8);

Getch();

Closegraph();

}