USP Practice Assignment-3

1. WAP to find sum of two integer number using command line argument.

```
Ans-
```

```
#include <stdio.h>
int main(int argc, char *argv[])
{
int a,b,sum;
if(argc==3)
a = atoi(argv[1]);
b = atoi(argv[2]);
sum = a+b;
printf("Sum of %d, %d is: %d\n",a,b,sum);
return 0;
}
else
{
printf("Please use two values\n");
return -1;
}
}
```

2. WAP to check even and odd number using command line argument.

Ans-

```
#include <stdio.h>
int main(int argc, char *argv[])
```

```
{
int a;
if(argc==2)
a = atoi(argv[1]);
if(a\%2==0)
printf("%d is Even\n",a);
else
printf("%d is Odd\n",a);
return 0;
}
else
{
printf("Please use one values\n");
return -1;
}
3. WAP to find factorial of a number using command line argument.
Ans-
#include <stdio.h>
int main(int argc, char *argv[])
{
int a;
if(argc==2)
a = atoi(argv[1]);
int fact=1;
```

```
for(int i=1;i<=a;i++)
fact = fact*i;
printf("The factorial of %d is: %d\n",a,fact);
return 0;
}
else
{
printf("Please use one values\n");
return -1;
}
}
4. WAP to check whether the number is palindrome or not.
Ans-
#include <stdio.h>
int main(int argc, char *argv[])
{
int a;
if(argc==2)
{
a = atoi(argv[1]);
int rem;
int num=0;
int n=a;
while(n!=0)
{
```

```
rem=n%10;
num = num*10+rem;
n=n/10;
if(num==a)
printf("The number %d is palindrome\n",a);
else
printf("The number %d is not palindrome\n",a);
return 0;
}
else
{
printf("Please use one values\n");
return -1;
}}
5. WAP to find largest number in an array using pointer.
Ans-
#include <stdio.h>
int main(int argc, char *argv[])
{
int arr[argc-1];
int size = argc-1;
for(int i=0;i<size;i++)</pre>
arr[i]=atoi(argv[i+1]);
printf("%d\n",arr[i]);
}
```

```
int *p;
p=&arr[0];
int max=arr[0];
for(int i=0;i<size;i++)</pre>
{
if(max <= *p)
max=*p;
p++;
}
printf("The maximum element is %d\n",max);
}
6. WAP to find max, min, average of 10 integers using array and
pointer.
Ans-
#include <stdio.h>
int main(int argc, char *argv[])
{
int arr[argc-1];
int size = argc-1;
for(int i=0;i<size;i++)</pre>
{
arr[i]=atoi(argv[i+1]);
printf("%d\n",arr[i]);
}
int *p;
p=&arr[0];
int max=arr[0];
for(int i=0;i<size;i++)</pre>
```

```
{
if(max <= *p)
max=*p;
p++;
}
int *q;
q=&arr[0];
int min=arr[0];
for(int i=0;i<size;i++)</pre>
if(min \ge *q)
max=*q;
q++;
}
int *r;
r=&arr[0];
int avg;
int sum=0;
for(int i=0;i<size;i++)</pre>
{
sum=sum+*r;
r++;
}
printf("The maximum element is %d\n",max);
printf("The minimum element is %d\n",min);
printf("The average is %d\n",(sum/size-1));
}
```

7. WAP to access element of an array using pointer.

```
Ans-
```

int arr1[2][2];

int arr2[2][2];

```
#include <stdio.h>
int main(int argc, char *argv[])
{
int arr[argc-1];
int size = argc-1;
for(int i=0;i<size;i++)</pre>
{
arr[i]=atoi(argv[i+1]);
}
int *p;
p=&arr[0];
for(int i=0;i<size;i++)</pre>
{
printf("%d\n",*p);
p++;
}
8. WAP to add two matrix using multidimensional array.
Ans-
#include <stdio.h>
int main(int argc, char *argv[])
{
```

```
int result [2][2];
int size = argc-1;
arr1[0][0]=atoi(argv[1]);
arr1[0][1]=atoi(argv[2]);
arr1[1][0]=atoi(argv[3]);
arr1[1][1]=atoi(argv[4]);
arr2[0][0]=atoi(argv[5]);
arr2[0][1]=atoi(argv[6]);
arr2[1][0]=atoi(argv[7]);
arr2[1][1]=atoi(argv[8]);
result[0][0]=arr1[0][0]+arr2[0][0];
result[0][1]=arr1[0][1]+arr2[0][1];
result[1][0]=arr1[1][0]+arr2[1][0];
result[1][1]=arr1[1][1]+arr2[1][1];
int i,j;
for(i=0;i<2;i++)
{
 for(j=0;j<2;j++)
  printf("%d ",result[i][j]);
  printf("%c ",'\n');
}}
```

SORTING

Binary Search-

```
#include<stdio.h>
int bsearch(int A[], int lo, int hi, int key);
int
main()
{
     int n;
     printf("Enter the size of the array => ");
     scanf("%d",&n);
     int Arr[n];
     printf("Enter array elements in sorted order => \n");
     int i;
     for(i=0;i< n;i++)
     {
          printf("Enter Array Element-%d => ",i+1);
          scanf("%d",&Arr[i]);
     }
      int k;
      printf("Enter the element you want to search => ");
      scanf("%d",&k);
      int ind=bsearch(Arr,0,n-1,k);
      printf("The index of the element %d is %d",k,ind);
      printf("\n");
}
int bsearch(int A[], int lo, int hi, int key)
```

```
{
      int mid;
      if(lo<hi)
      {
            int mid=(lo+hi)/2;
           if(mid==key)
                   return mid;
            else if(key<mid)
                   return bsearch(A,lo,mid-1,key);
            else
                   return bsearch(A,mid+1,hi,key);
      }
}
Bubble Sort-
#include <stdio.h>
void bubble(int arr[], int size);
int main(int argc, char *argv[ ])
{
int arr[argc-1];
int size = argc-1;
      for(int i=0;i<size;i++)</pre>
      {
            arr[i]=atoi(argv[i+1]);
      }
      bubble(arr,size);
```

```
printf("SORTED ARRAY");
      for(int i=0;i<size;i++)</pre>
      {
              printf("%d ", arr[i]);
      }
}
void bubble(int a[ ], int size)
{
int i,j,temp;
 for (i=0;i<size-1;i++)
  for (j=i+1;j< size;j++)
  {
       if (a[j]<a[i])
            {
                    temp=a[i];
                    a[i]=a[j];
                    a[j]=temp;
             }
  }
}
```

Insertion Sort-

```
#include <stdio.h>
void insertion(int arr[ ], int size);
int main(int argc, char *argv[ ])
{
int arr[argc-1];
int size = argc-1;
      for(int i=0;i<size;i++)</pre>
      {
             arr[i]=atoi(argv[i+1]);
      }
      insertion(arr,size);
      printf("SORTED ARRAY");
      for(int i=0;i<size;i++)</pre>
      {
              printf("%d ", arr[i]);
      }
}
void insertion(int arr[ ], int size)
{
 int i, key, j;
 for (i = 1; i < size; i++)
```

```
{
    key = arr[i];
    j = i-1;
    while (j \ge 0 \&\& arr[j] > key)
    {
       arr[j+1] = arr[j];
       j = j-1;
    }
    arr[j+1] = key;
 }
}
Selection Sort-
#include <stdio.h>
void selection(int arr[ ], int size);
int main(int argc, char *argv[ ])
int arr[argc-1];
int size = argc-1;
      for(int i=0;i<size;i++)</pre>
      {
             arr[i]=atoi(argv[i+1]);
      }
      selection(arr,size);
      printf("SORTED ARRAY");
```

```
for(int i=0;i<size;i++)</pre>
      {
              printf("%d ", arr[i]);
      }
}
void selection(int arr[], int n)
{
  int i, j, min_idx, temp;
  for (i = 0; i < n-1; i++)
  {
     min_idx = i;
     for (j = i+1; j < n; j++)
       if (arr[j] < arr[min_idx])</pre>
        min_idx = j;
      temp=arr[min_idx];
      arr[min_idx]=arr[i];
      arr[i]=temp;
  }
}
```