Assignment-2

① write a program to print unit digit of a given number.

Ans →

```
#include <stdio.h>
    int main()
{   int x = 325;
    printf("%d", x%10);
    return 0;
}
```

② write a program to print a given no. without its last digit.

```
#include <stdio.h>
    int main()
{   int x = 325;
    printf("%d", x/10);
    return 0;
}
```

(3) write a program to swap values of two int variable.

pgm^

```
#include <stdio.h>
    int main()
{   int a, b, c;
printf("Enter the a and b values");
scanf("%d %d", &a, &b);

    c = a;
    a = b;
    b = c;
printf("%d %d", a, b);

    return 0;

}
```

④ WAP to swap values of two int variables without using third variable.

AM
→

```
#include <stdio.h>
int main()
{ int a, b ;
printf("enter a and b values");
scanf("%d %d", &a, &b);

a = b + a;
b = a - b;
a = a - b;
printf("%d %d", a, b);

return 0;
}
```

(5) write a program to input three digit no and display the sum of the digit.

Ans →

```
#include <stdio.h>
    int main()
{   int n, sum=0
printf("Enter three digit no");
scanf("%d", &n);
    x = n % 10;
    sum = sum + x;
    n = n / 10;
    x = n % 10;
    sum = sum + x;
    n = n / 10;
    x = n % 10;
    sum = sum + x;
    n = n / 10;
printf("%d", sum);
    return 0;
}
```

6. WAP which takes a character as an input and displays its ASCII code.

```
#include <stdio.h>
    int main()
{   char n;
    printf("Enter any character");
    scanf("%c", &n);
    printf("%d", n);
      return 0;
}
```

7. WAP to find the position of first 1 in L.S.B.

```
#include <stdio.h>
    int main()
{   int x= 6, count=0;
    result= x&1;
      count++;
    if(result==1)
{   printf("%d", count);
}
```

```
    x = x>>1;
}
    return 0;

    result = x & 1;
    count++;
    if (result == 1)
    { printf("%d", count);
    }
    return 0;
}
```

② WAP to check whether a given no is odd or even using a bitwise operator.

Ans →

```
#include <stdio.h>
int main()
{ int x, result = 0;
printf("enter the x");
scanf("%d", &x);
result = x & 1;
if (result == 1)
printf("odd");
```

```
else
printf("odd");
return 0;
}
```

(9) WAP to print size of an int, a float, a char and a double type variable.

Sol^n

```
#include<stdio.h>
int main()
{
    int x;
    x = sizeof(int);
    printf("%d", x);
    x = sizeof(double);
    printf("%d\n", x);
    x = sizeof(char);
    printf("%d\n", x);
    x = sizeof(float);
    printf("%d\n", x);
    return 0;
}
```

(10) WAP to make the last digit of a number stored in a variable as zero.

Ans →

```
#include<stdio.h>
    int main()
{   int x;
printf("Enter a number");
scanf("%d", &x);
    x = x/10;
    x = x*10;
printf("%d", x);
    return 0;
}
```

(11) WAP to input a number from the user and also i/p a digit. Append a digit in the no. and print the resulting no.

Ans →

```
#include<stdio.h>
    int main()
{ int x, n;
printf("Enter the number and digit\n");
```

```
scanf("%d %d", &x, &n);
printf("%d %d", x, n);
return 0;
}
```

OR

```
#include <stdio.h>
int main()
{ int x, n, p;
printf("Enter the no. and the digit\n");
scanf("%d %d", &x, &n);
p = (x*10)+n;
printf("%d", p);
return 0;
}
```

(12) Assume price of 1USD is INR 76.23. WAP to take the amount in INR and convert it in to USD.

Ans →

```
#include<stdio.h>
int main()
{
    int amnt;
    float X;
printf("Enter the amount \n");
scanf("%f", &Amnt);
    X = (1/76.23)*amnt;
printf("amount of Rs %d is
        %f in USD", amnt, X);
return 0;
}
```

(13) write a program to take a three digit no. from the user and rotate its digit by one position towards the right.

Sol^n →

```
#include <stdio.h>
int main()
{ int n, X, Rem;
printf("Enter three digit no");
Scanf("%d", &n);
Rem = n % 10;
n = n / 10;
~~X = n * 10 + Rem;~~
X = (Rem * 100) + n;
printf("%d", X);
return 0;
}
```