



Bangladesh Open University
School of Science & Technology
Bachelor of Science in Computer Science and Engineering

Assignment

Course Title: Data Structure Lab

Course Code: CSE21P6

Assignment No.: 01

Title of the Assignment: Fundamentals of C

Submitted By

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Submitted To

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Bangladesh Open University

Date of Submission

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1. First Program

Code:

```
#include<stdio.h>
```

```
int main()
```

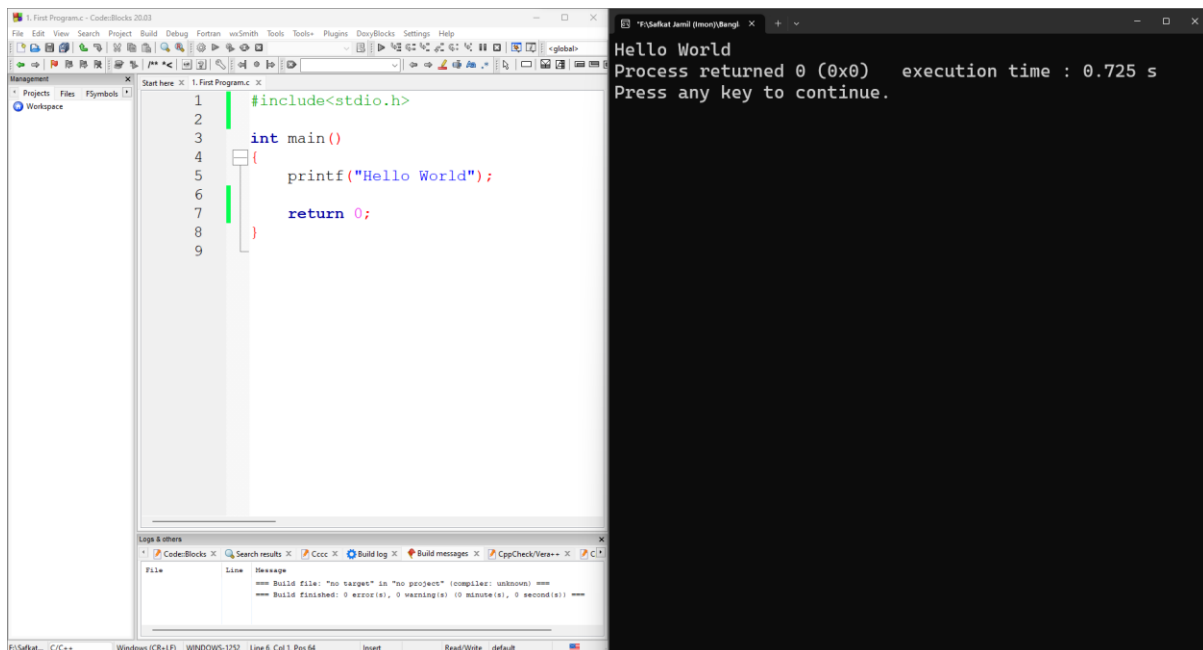
```
{
```

```
    printf("Hello World");
```

```
    return 0;
```

```
}
```

Screenshot:



2. Variables & Data Types + Constants & Keywords

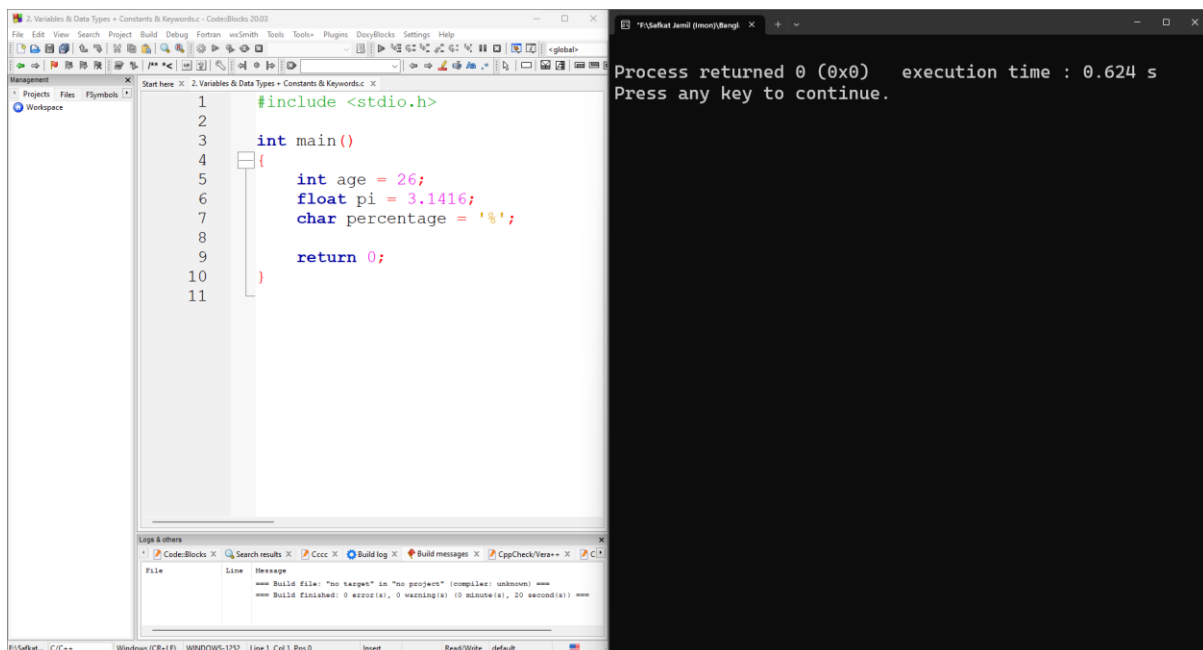
Code:

```
#include <stdio.h>
```

```
int main()
{
    int age = 26;
    float pi = 3.1416;
    char percentage = '%';

    return 0;
}
```

Screenshot:



3. Comments

Code:

```
//This C program prints "Hello World"
```

```
#include<stdio.h>
```

```
int main()
```

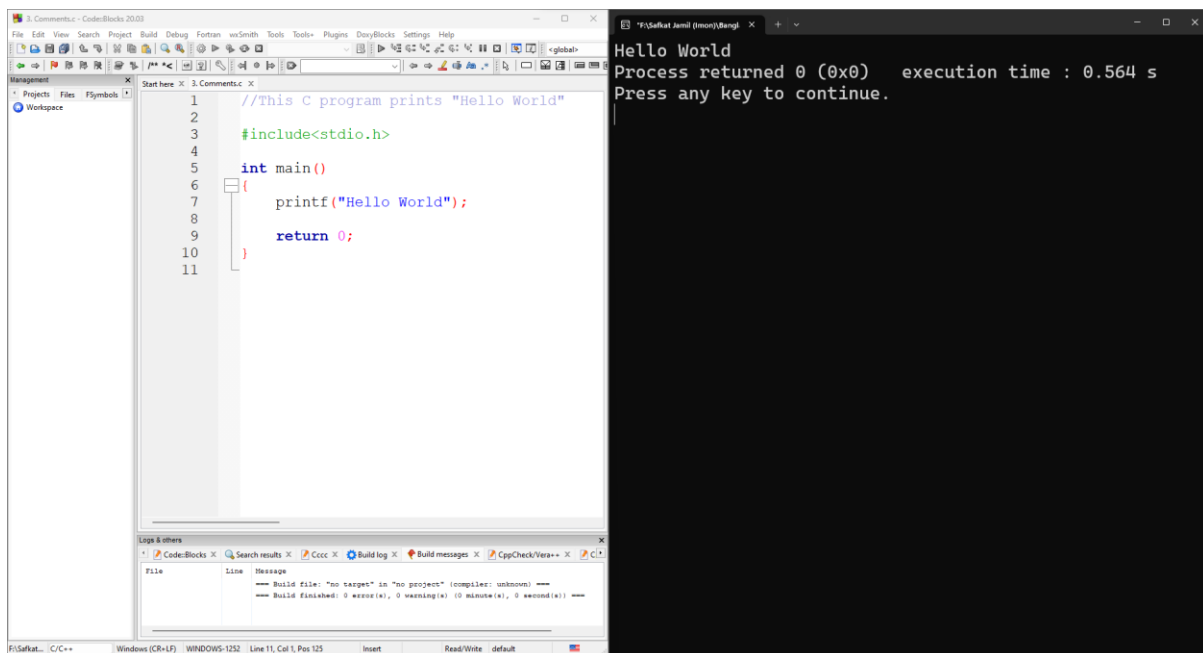
```
{
```

```
    printf("Hello World");
```

```
    return 0;
```

```
}
```

Screenshot:



4. Output

Code:

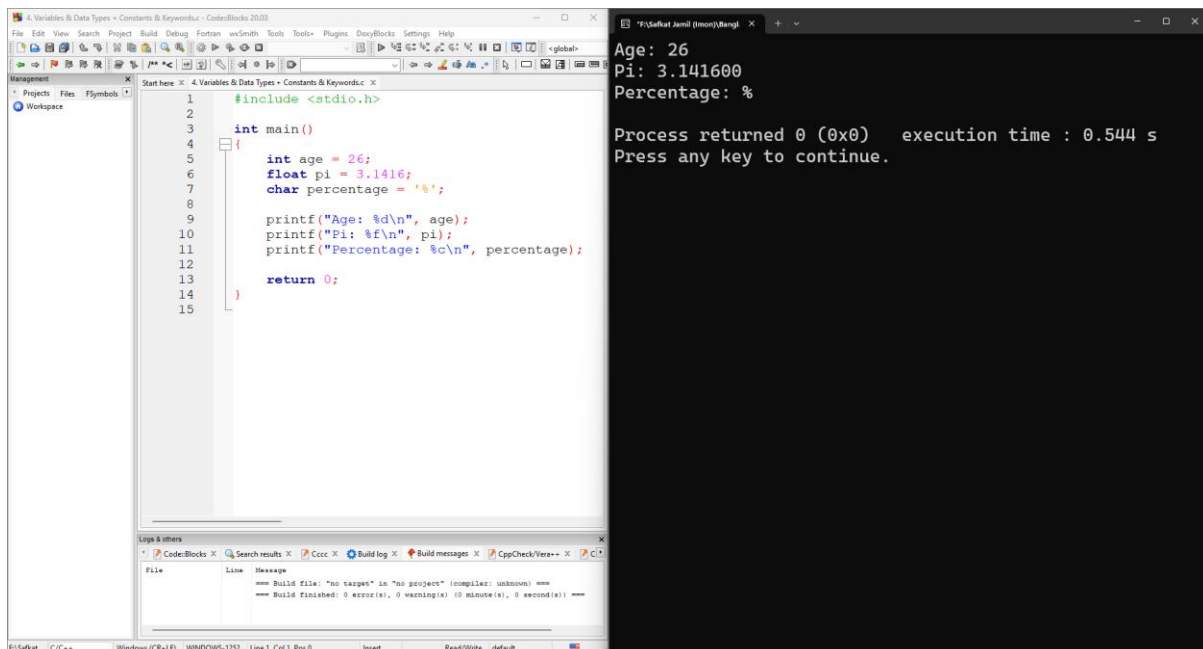
```
#include <stdio.h>
```

```
int main()
{
    int age = 26;
    float pi = 3.1416;
    char percentage = '%';

    printf("Age: %d\n", age);
    printf("Pi: %f\n", pi);
    printf("Percentage: %c\n", percentage);

    return 0;
}
```

Screenshot:



5. Sum of 2 numbers

Code:

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
int a, b, sum;
```

```
printf("Enter the first number: ");
```

```
scanf("%d", &a);
```

```
printf("Enter the second number: ");
```

```
scanf("%d", &b);
```

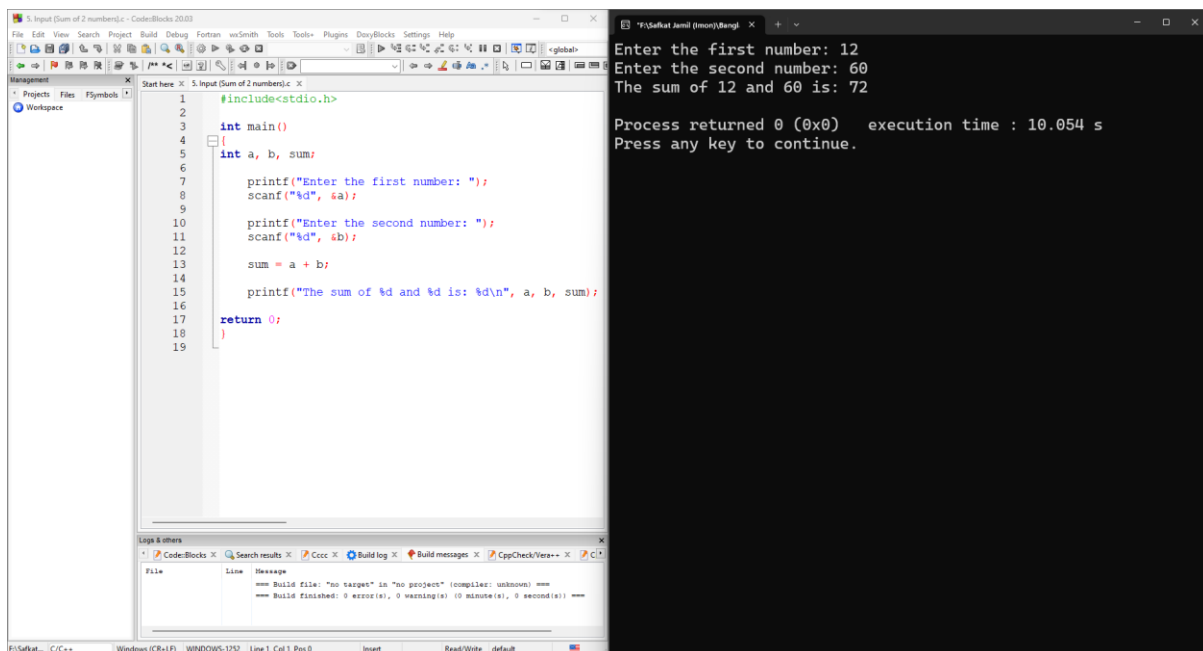
```
sum = a + b;
```

```
printf("The sum of %d and %d is: %d\n", a, b, sum);
```

```
return 0;
```

```
}
```

Screenshot:



6. Type Declaration Instructions

Code:

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int age = 26;
```

```
    int oldAge = age;
```

```
    int newAge = oldAge + 1;
```

```
    printf("New age is: %d\n", newAge);
```

```
    int BDT = 1, USD = 108;
```

```
    /*
```

```
    order of declaration is important - Wrong Declaration Order
```

```
    float pi = 3.1416;
```

```
    float area = pi * rad * rad;
```

```
    float rad = 3;
```

```
    */
```

```
    //valid declaration
```

```
    int age1, age2, age3;
```

```
    age1 = age2 = age3 = 26;
```

```
    /*invalid
```

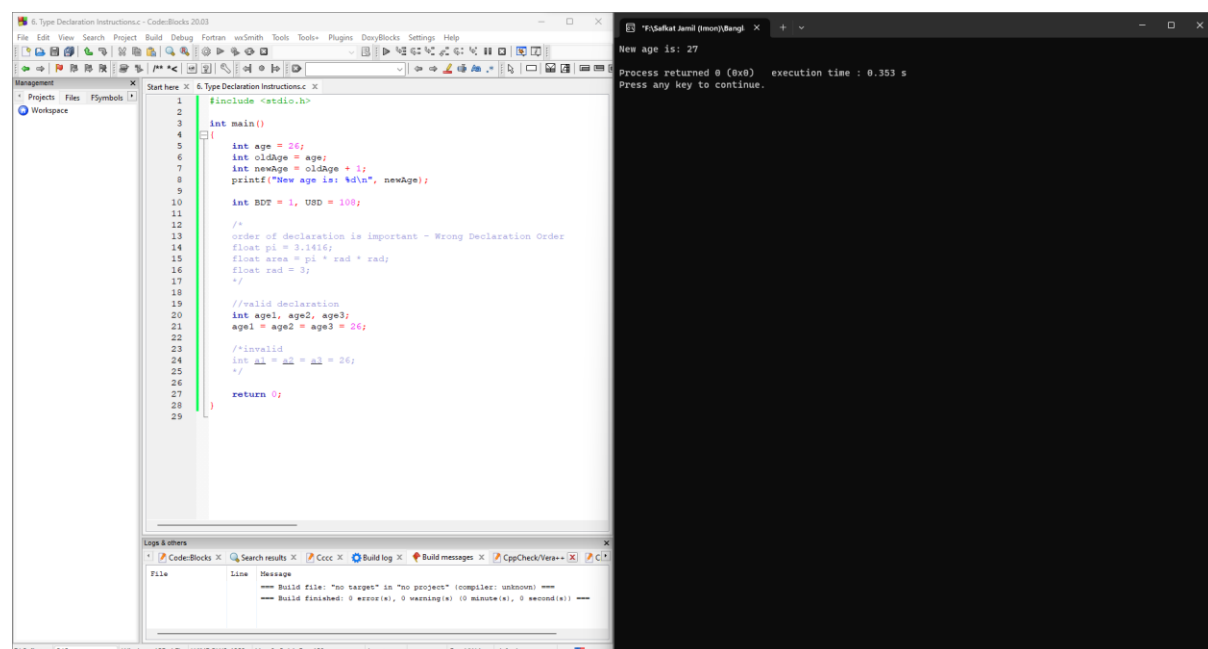
```
    int a1 = a2 = a3 = 26;
```

```
    */
```

```
    return 0;
```

```
}
```

Screenshot:



7. Arithmetic Instructions

Code:

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int a = 1, b = 2, c = 3;
```

```
    //valid
```

```
    a = b + c;
```

```
    //invalid
```

```
    // b + c = a;
```

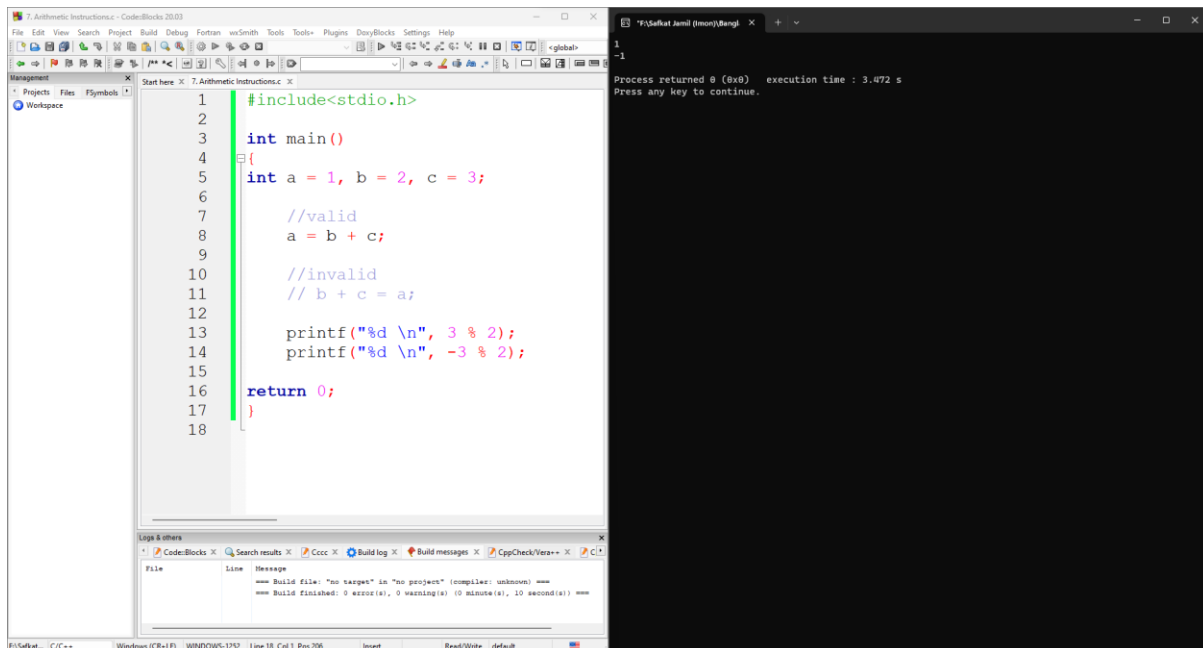
```
    printf("%d \n", 3 % 2);
```

```
    printf("%d \n", -3 % 2);
```

```
return 0;
```

```
}
```

Screenshot:



7.1. Type Conversion

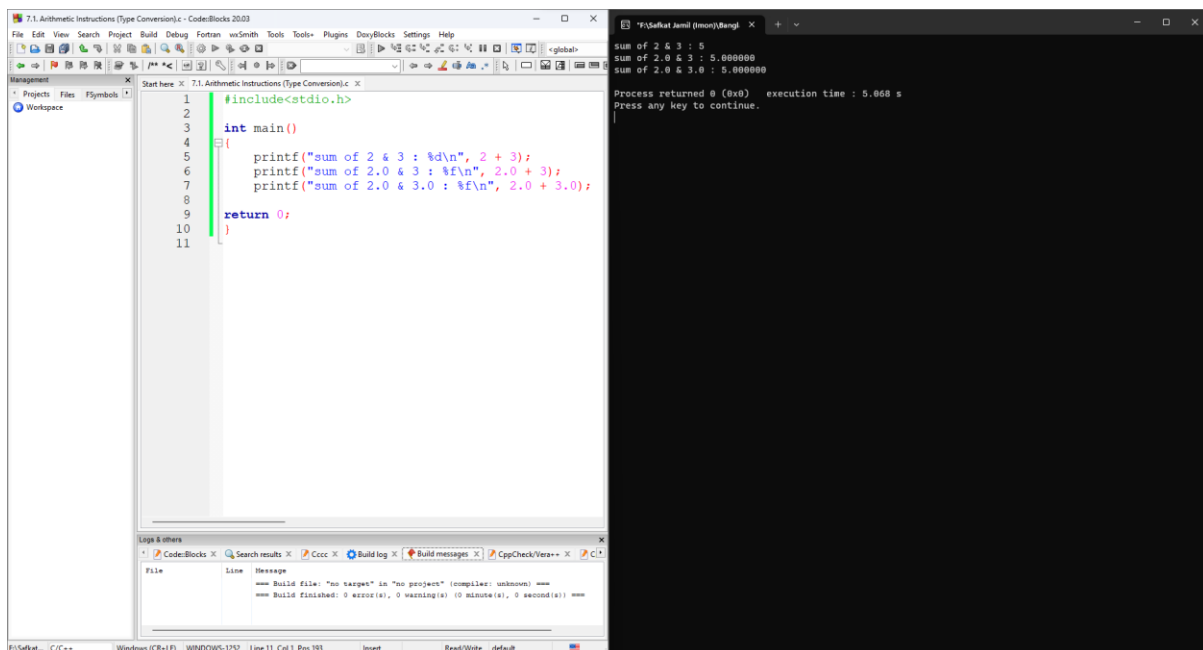
Code:

```
#include<stdio.h>
```

```
int main()
{
    printf("sum of 2 & 3 : %d", 2 + 3);
    printf("sum of 2.0 & 3 : %f", 2.0 + 3);
    printf("sum of 2.0 & 3.0 : %f", 2.0 + 3.0);

    return 0;
}
```

Screenshot:



7.2. Associativity

Code:

```
#include<stdio.h>
```

```
int main()
```

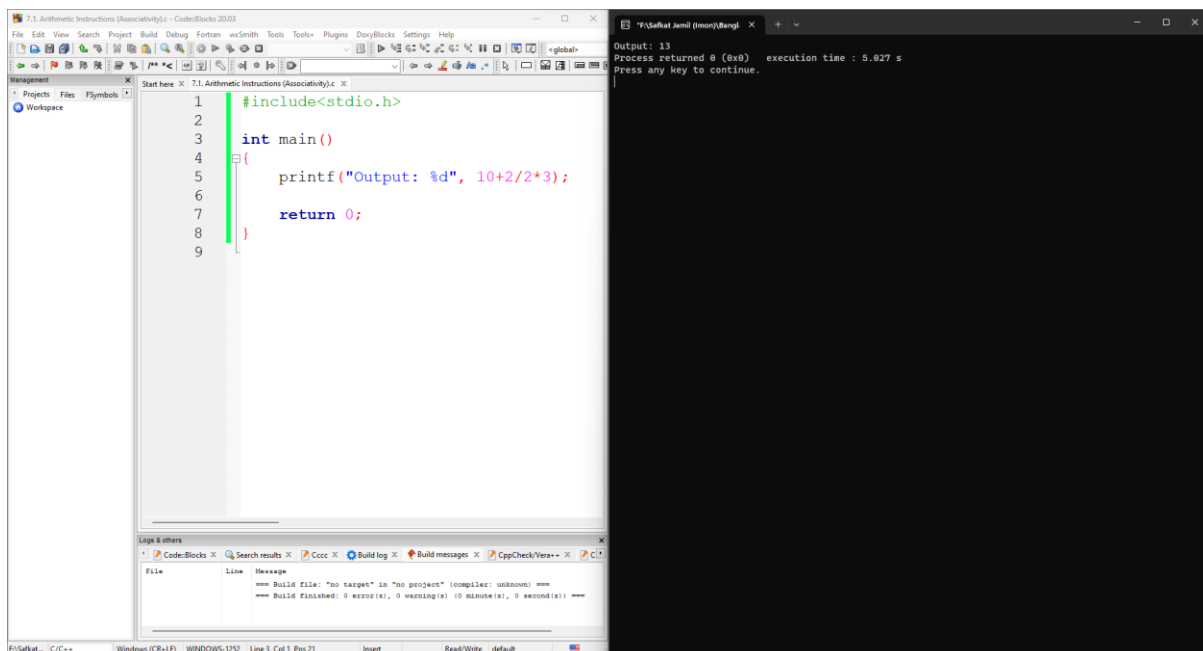
```
{
```

```
    printf("Output: %d", 10+2/2*3);
```

```
    return 0;
```

```
}
```

Screenshot:



8. Relational Operator

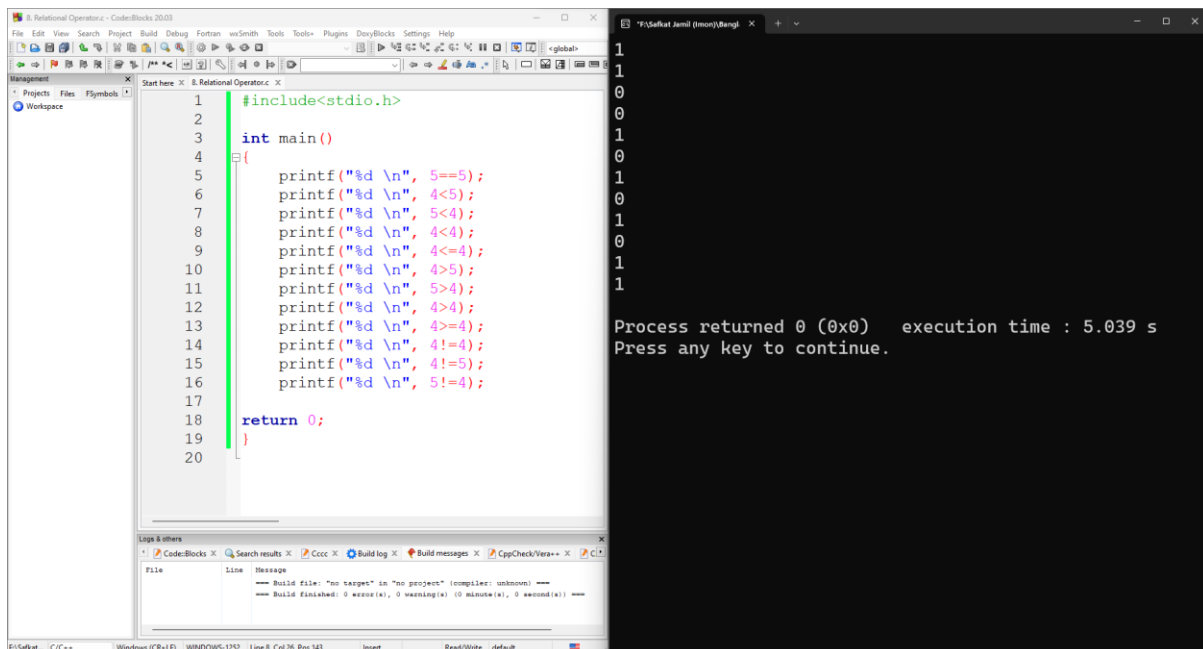
Code:

```
#include<stdio.h>
```

```
int main()
{
    printf("%d \n", 5==5);
    printf("%d \n", 4<5);
    printf("%d \n", 5<4);
    printf("%d \n", 4<4);
    printf("%d \n", 4<=4);
    printf("%d \n", 4>5);
    printf("%d \n", 5>4);
    printf("%d \n", 4>4);
    printf("%d \n", 4>=4);
    printf("%d \n", 4!=4);
    printf("%d \n", 4!=5);
    printf("%d \n", 5!=4);

    return 0;
}
```

Screenshot:



9. Logical Operator

Code:

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    printf("%d \n", 3<4 && 3<5);
```

```
    printf("%d \n", 3<4 && 5<4);
```

```
    printf("%d \n", 3<4 && 5<4);
```

```
    printf("%d \n", 3>4 && 5>4);
```

```
    printf("%d \n", 3<4 && 3<5);
```

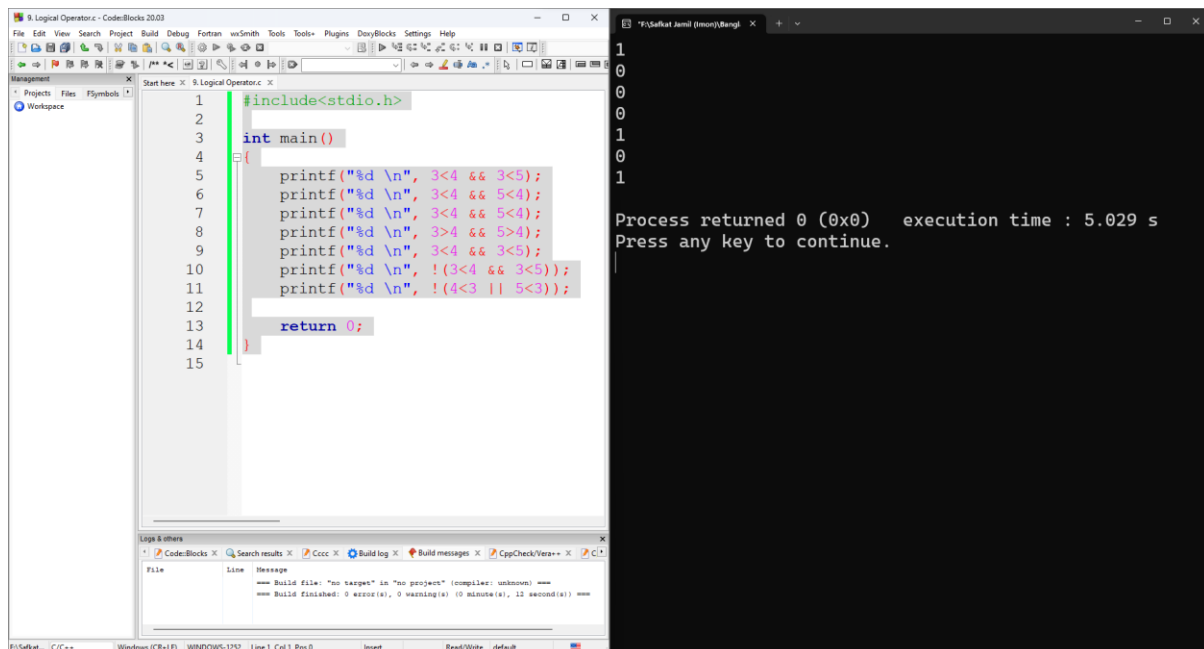
```
    printf("%d \n", !(3<4 && 3<5));
```

```
    printf("%d \n", !(4<3 || 5<3));
```

```
    return 0;
```

```
}
```

Screenshot:



10. If-else Conditional Statements

Code:

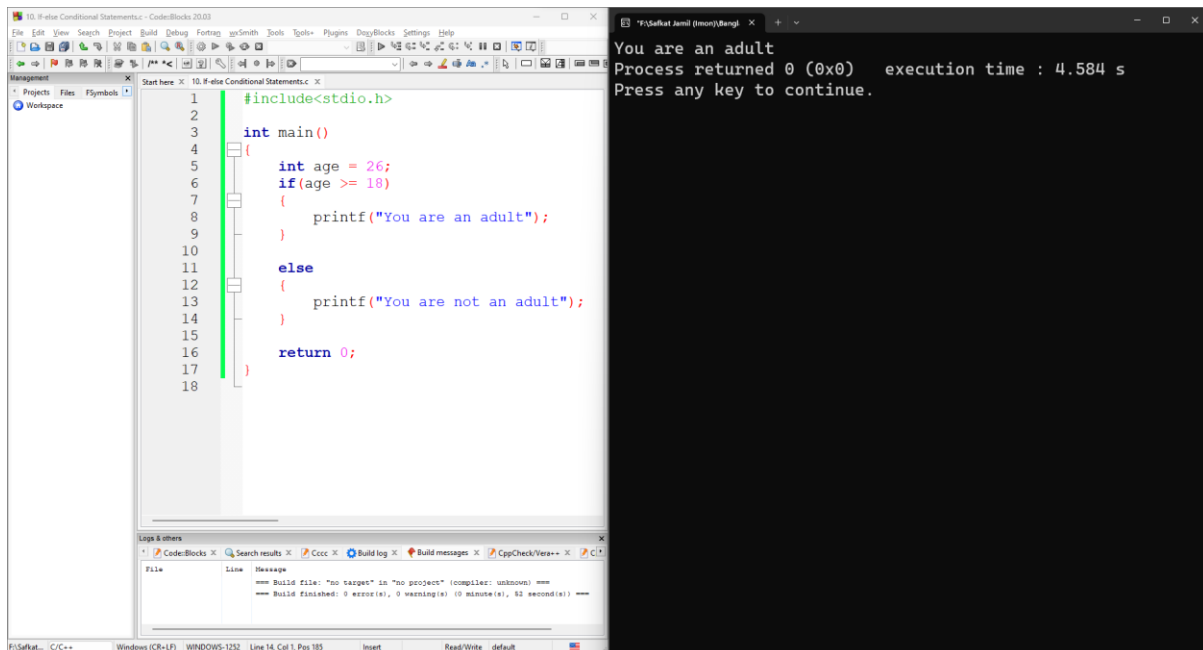
```
#include<stdio.h>
```

```
int main()
{
    int age = 26;
    if(age >= 18)
    {
        printf("You are an adult");
    }

    else
    {
        printf("You are not an adult");
    }

    return 0;
}
```

Screenshot:



11. Check if a number is odd or even using conditional statements

Code:

```
#include<stdio.h>

int main()
{
    int number;

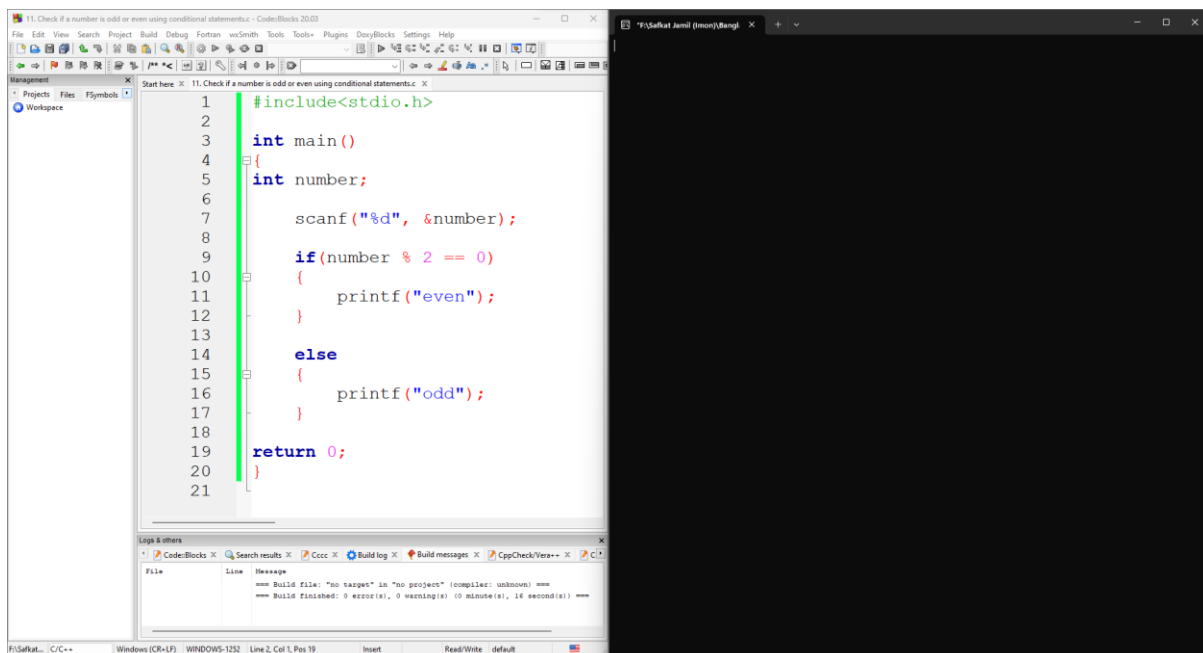
    scanf("%d", &number);

    if(number % 2 == 0)
    {
        printf("even");
    }

    else
    {
        printf("odd");
    }

    return 0;
}
```

Screenshot:



12. else if Conditional Statements

Code:

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
int age;
```

```
printf("Enter age : ");
```

```
scanf("%d", &age);
```

```
if(age < 12)
```

```
{
```

```
printf("child");
```

```
}
```

```
else if(age < 18)
```

```
{
```

```
printf("teenager");
```

```
}
```

```
else
```

```
{
```

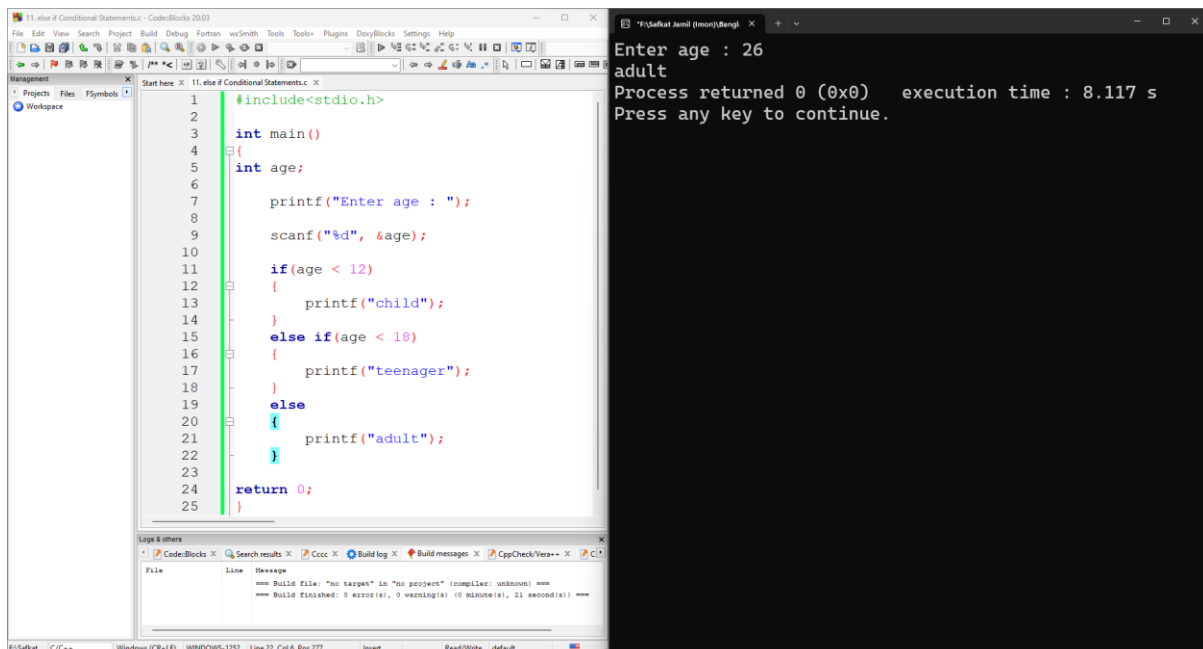
```
printf("adult");
```

```
}
```

```
return 0;
```

```
}
```

Screenshot:



13. Ternary Operator

Code:

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
int age;
```

```
printf("Enter age : ");
```

```
scanf("%d", &age);
```

```
age >= 18 ? printf("Adult \n") : printf("Not adult \n");
```

```
int number = 19;
```

```
int luckyNumber = 19;
```

```
printf("Enter number : ");
```

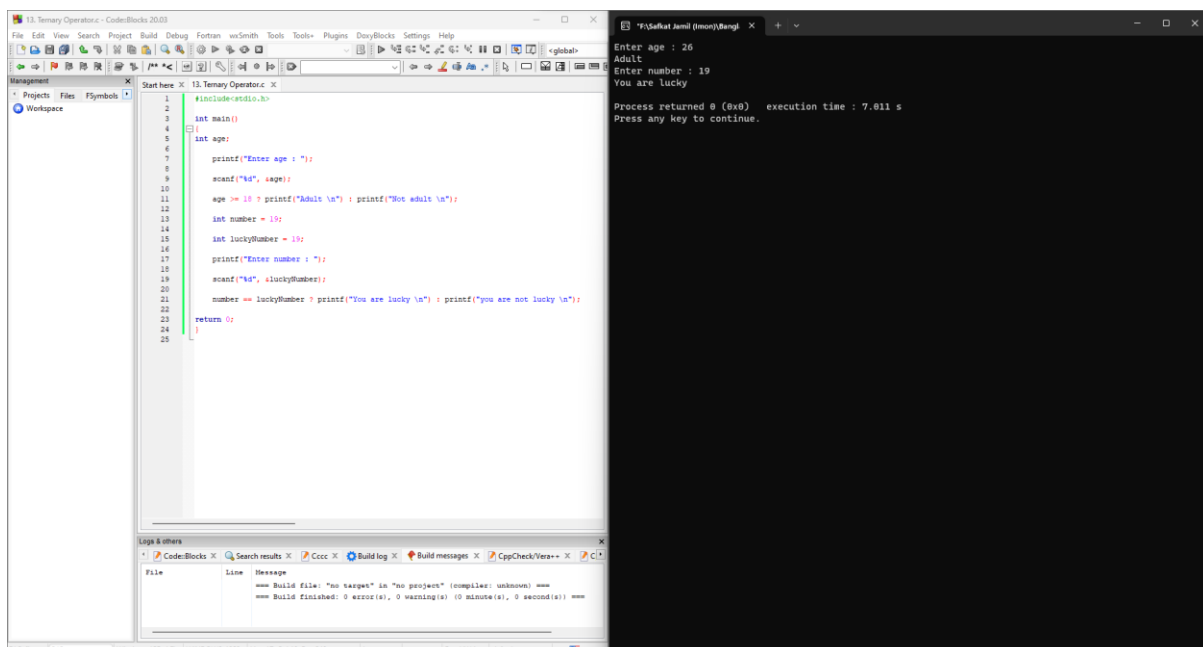
```
scanf("%d", &luckyNumber);
```

```
number == luckyNumber ? printf("You are lucky \n") : printf("you are not lucky \n");
```

```
return 0;
```

```
}
```

Screenshot:



14. Switch (integer)

Code:

```
#include <stdio.h>
#include <math.h>

int main()
{
    int day;

    printf("Enter a day (1-7): ");
    scanf("%d", &day);

    switch (day)
    {
        case 1:
            printf("Monday\n");
            break;

        case 2:
            printf("Tuesday\n");
            break;

        case 3:
            printf("Wednesday\n");
            break;

        case 4:
            printf("Thursday\n");
            break;

        case 5:
            printf("Friday\n");
            break;

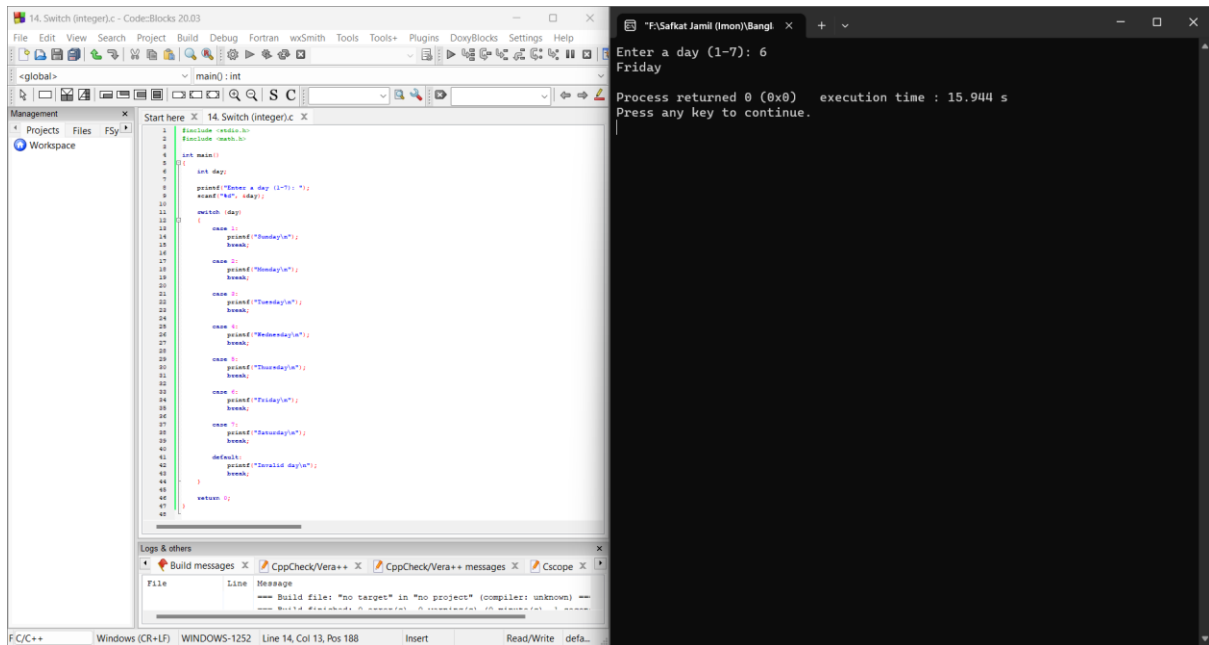
        case 6:
            printf("Saturday\n");
            break;

        case 7:
            printf("Sunday\n");
            break;

        default:
            printf("Invalid day\n");
            break;
    }

    return 0;
}
```

Screenshot:



15. Switch (character)

Code:

```
#include <stdio.h>
#include <math.h>

int main()
{
    char day;

    printf("Enter characters of the days (s/m/t/w/T/f/S): ");
    scanf("%c", &day);

    switch (day)
    {
        case 's':
            printf("Sunday\n");
            break;

        case 'm':
            printf("Monday\n");
            break;

        case 't':
            printf("Tuesday\n");
            break;

        case 'w':
            printf("Wednesday\n");
            break;

        case 'T':
            printf("Thursday\n");
            break;

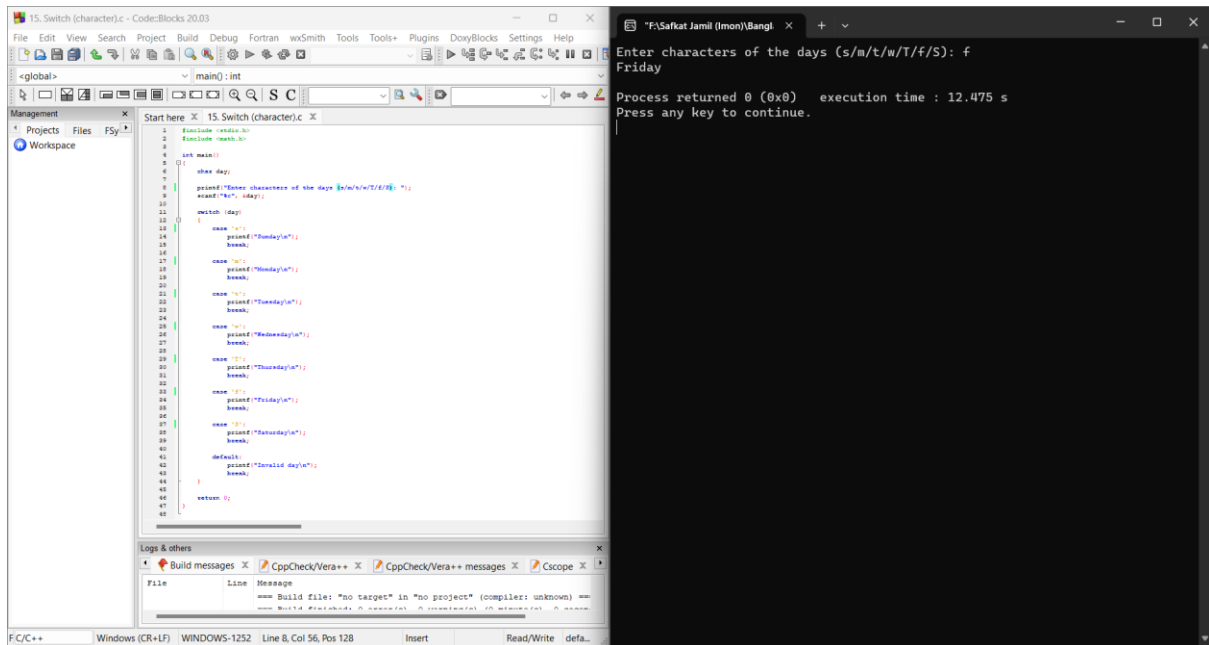
        case 'f':
            printf("Friday\n");
            break;

        case 'S':
            printf("Saturday\n");
            break;

        default:
            printf("Invalid day\n");
            break;
    }

    return 0;
}
```

Screenshot:



16. For loop

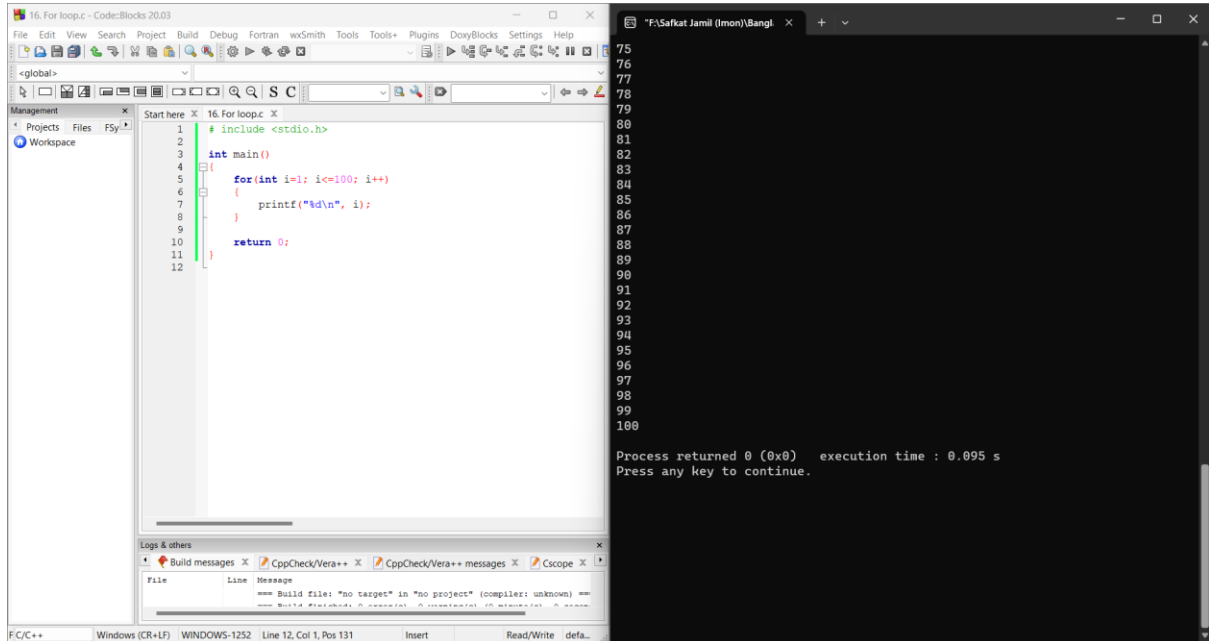
Code:

```
#include <stdio.h>
```

```
int main()
{
    for(int i=1; i<=100; i++)
    {
        printf("%d\n", i);
    }

    return 0;
}
```

Screenshot:



17. While loop

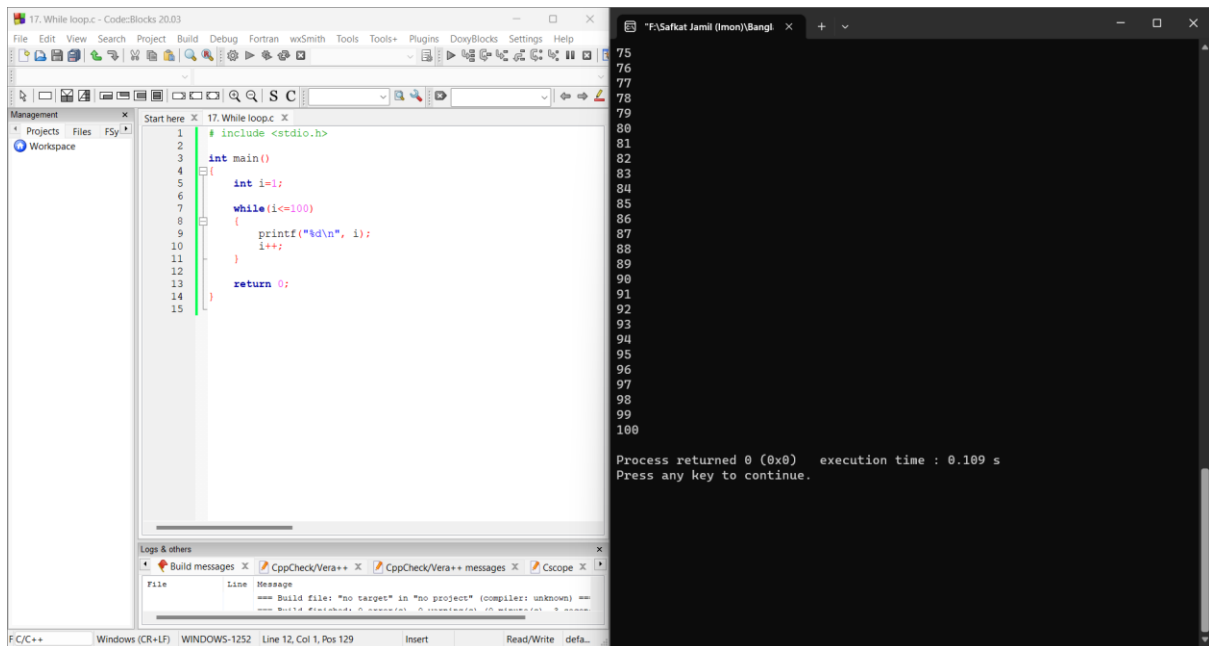
Code:

```
# include <stdio.h>
```

```
int main()
{
    int i=1;
    while(i<=100)
    {
        printf("%d\n", i);
        i++;
    }

    return 0;
}
```

Screenshot:



18. Do While Loop

Code:

```
# include <stdio.h>
```

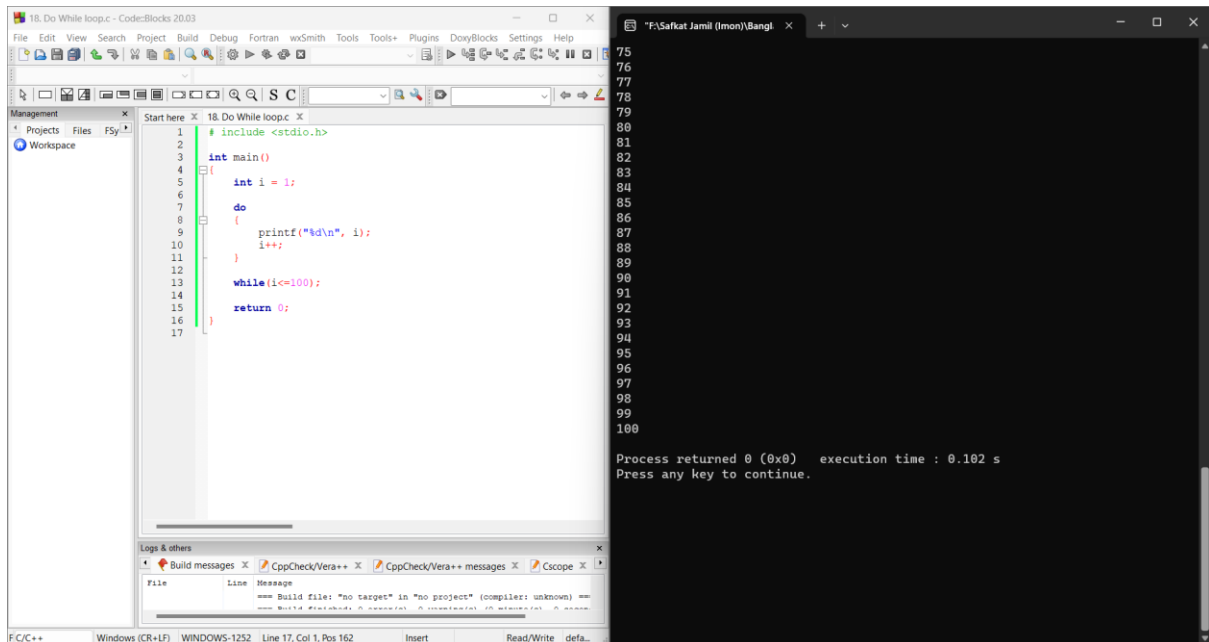
```
int main()
{
    int i = 1;

    do
    {
        printf("%d\n", i);
        i++;
    }

    while(i<=100);

    return 0;
}
```

Screenshot:



19. Function to print Hello

Code:

```
#include<stdio.h>
```

```
//function declaration
```

```
void printHello();
```

```
int main()
```

```
{
```

```
    //function call
```

```
    printHello();
```

```
    return 0;
```

```
}
```

```
//function definition
```

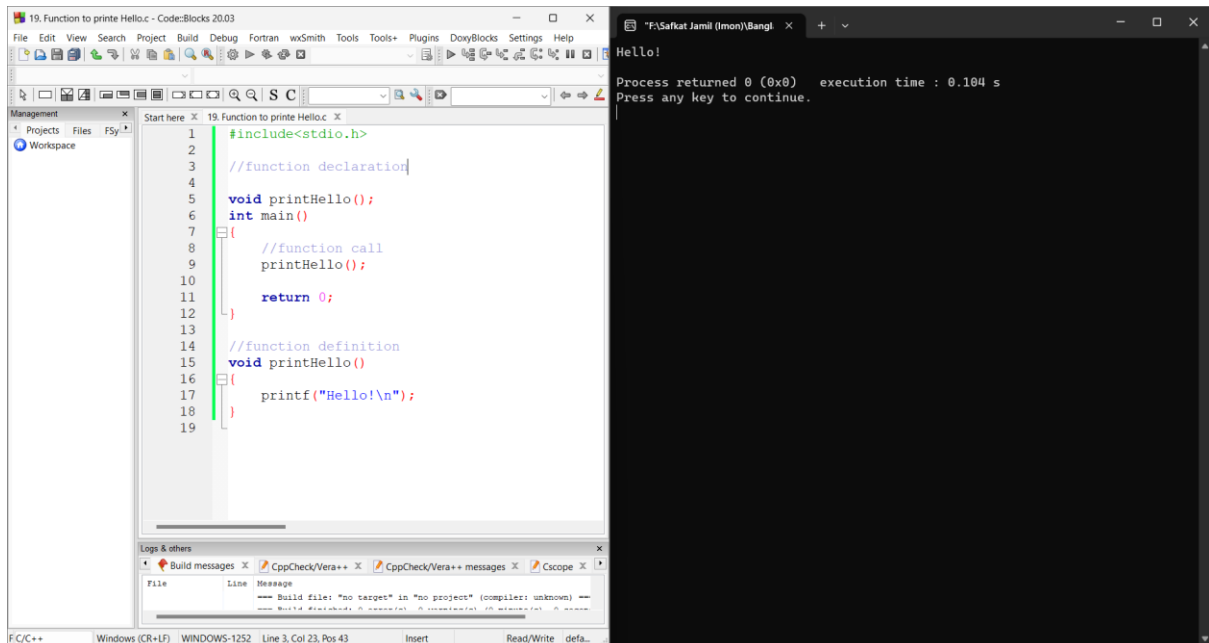
```
void printHello()
```

```
{
```

```
    printf("Hello!\n");
```

```
}
```

Screenshot:



20. Function to calculate square of a number

Code:

```
#include <stdio.h>
```

```
//function to calculate square of a number
```

```
int calcSquare(int n);
```

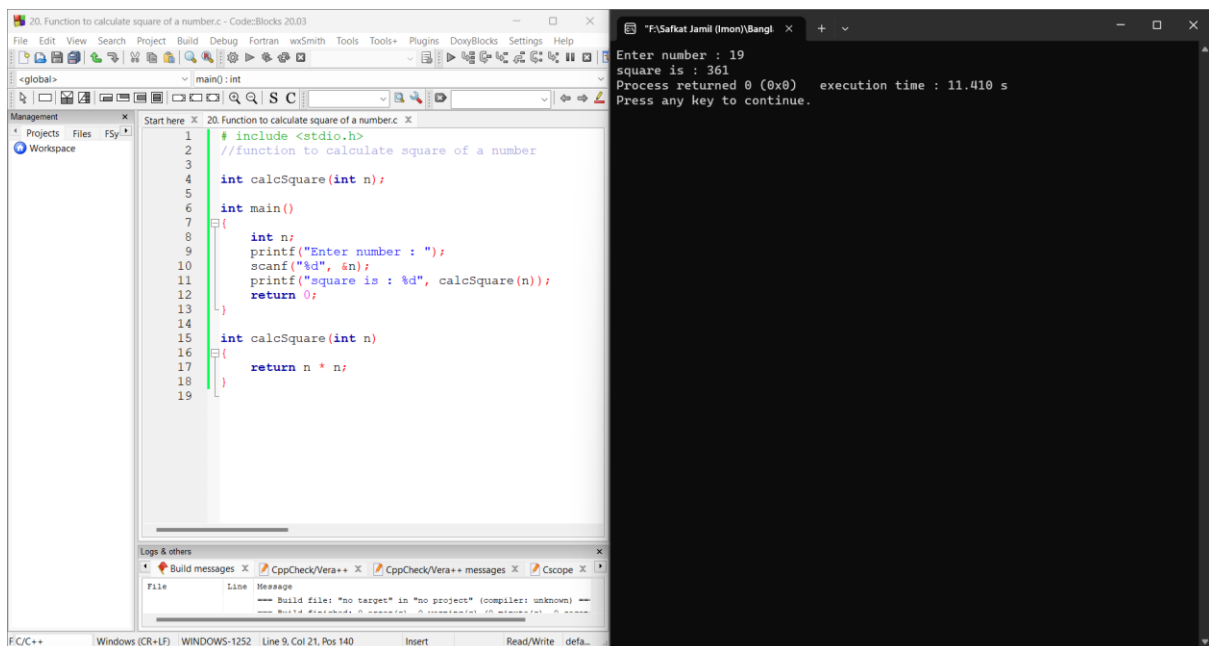
```
int main()
```

```
{  
    int n;  
    printf("Enter number : ");  
    scanf("%d", &n);  
    printf("square is : %d", calcSquare(n));  
    return 0;  
}
```

```
int calcSquare(int n)
```

```
{  
    return n * n;  
}
```

Screenshot:



21. Function to calculate n factorial (using recursion)

Code:

```
#include <stdio.h>
```

```
int factorial(int n);
```

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("Enter n: ");
```

```
    scanf("%d", &n);
```

```
    printf("Factorial is: %d\n", factorial(n));
```

```
    return 0;
```

```
}
```

```
int factorial(int n)
```

```
{
```

```
    if (n == 0)
```

```
    {
```

```
        return 1;
```

```
    }
```

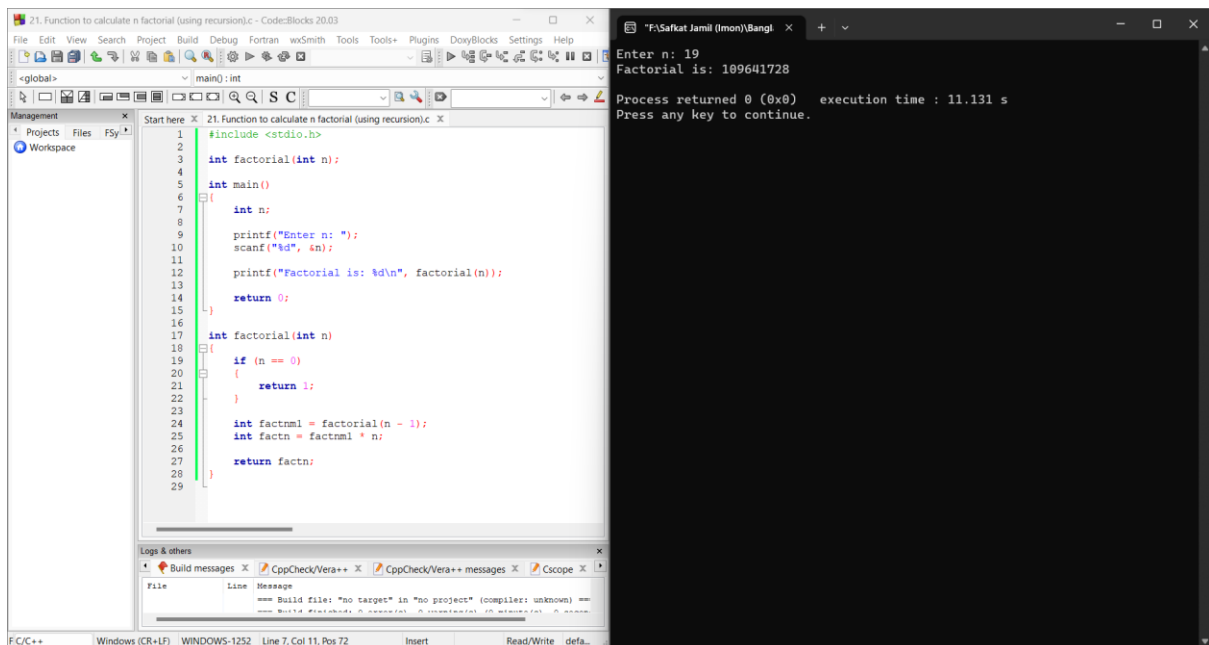
```
    int factnm1 = factorial(n - 1);
```

```
    int factn = factnm1 * n;
```

```
    return factn;
```

```
}
```

Screenshot:



22. Arrays

Code:

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int marks[3];
```

```
    printf("Enter marks for physics: ");
```

```
    scanf("%d", &marks[0]);
```

```
    printf("Enter marks for chemistry: ");
```

```
    scanf("%d", &marks[1]);
```

```
    printf("Enter marks for math: ");
```

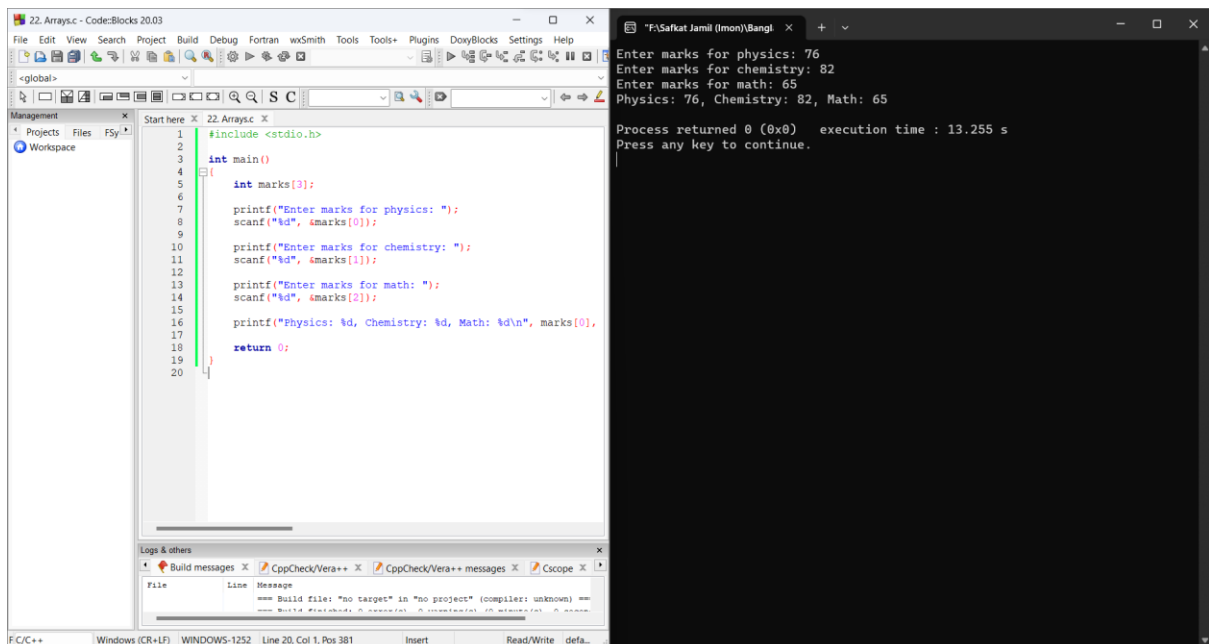
```
    scanf("%d", &marks[2]);
```

```
    printf("Physics: %d, Chemistry: %d, Math: %d\n", marks[0], marks[1], marks[2]);
```

```
    return 0;
```

```
}
```

Screenshot:



23. Pointer Arithmetic

Code:

```
#include <stdio.h>
```

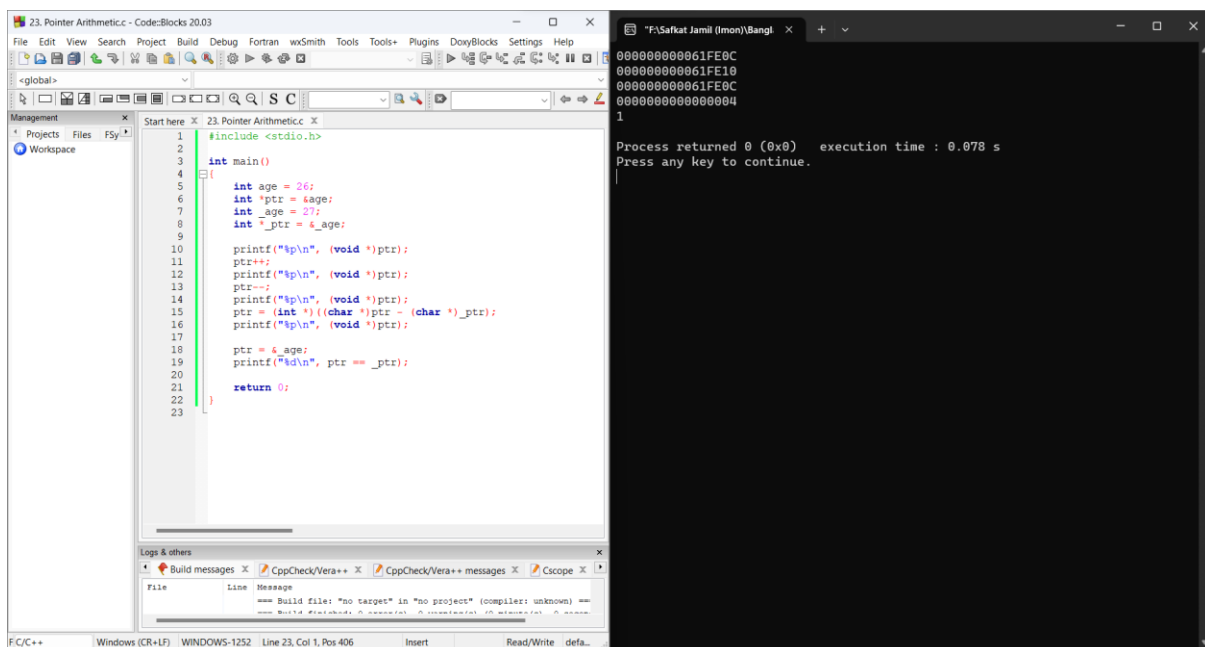
```
int main()
{
    int age = 22;
    int *ptr = &age;
    int _age = 25;
    int *_ptr = &_age;

    printf("%p\n", (void *)ptr);
    ptr++;
    printf("%p\n", (void *)ptr);
    ptr--;
    printf("%p\n", (void *)ptr);
    ptr = (int *)((char *)ptr - (char *)_ptr);
    printf("%p\n", (void *)ptr);

    ptr = &_age;
    printf("%d\n", ptr == _ptr);

    return 0;
}
```

Screenshot:



24. Accessing an Array

Code:

```
#include <stdio.h>

void printNumbers(int *arr, int n);
void _printNumbers(int arr[], int n);

int main()
{
    int arr[] = { 1, 2, 3, 4, 5, 6};
    int n = 6;

    printf("Using printNumbers:\n");
    printNumbers(arr, n);

    printf("\nUsing _printNumbers:\n");
    _printNumbers(arr, n);

    return 0;
}

void printNumbers(int *arr, int n)
{
    for(int i = 0; i < n; i++)
    {
        printf("%d : %d\n", i, arr[i]);
    }
}

void _printNumbers(int arr[], int n)
{
    for(int i = 0; i < n; i++)
    {
        printf("%d : %d\n", i, arr[i]);
    }
}
```

Screenshot:

The screenshot displays the Code::Blocks IDE interface. The main editor window shows a C++ program titled "24. Accessing an Array.c". The program includes `<stdio.h>` and defines two functions: `printNumbers` and `_printNumbers`. The `main` function initializes an array `arr` with values {1, 2, 3, 4, 5, 6} and calls both functions. The `printNumbers` function uses a `for` loop to print each element of the array. The `_printNumbers` function also uses a `for` loop to print each element of the array. The output window on the right shows the execution results, indicating that the process returned 0 (0x0) and the execution time was 0.477 s. The status bar at the bottom shows the file path "F:\C++\Windows (CR-IF) WINDOWS-1252 Line 35, Col 1, Pos 589".

```
#include <stdio.h>

void printNumbers(int *arr, int n);
void _printNumbers(int arr[], int n);

int main()
{
    int arr[] = {1, 2, 3, 4, 5, 6};
    int n = 6;

    printf("Using printNumbers:\n");
    printNumbers(arr, n);

    printf("\nUsing _printNumbers:\n");
    _printNumbers(arr, n);

    return 0;
}

void printNumbers(int *arr, int n)
{
    for(int i = 0; i < n; i++)
    {
        printf("%d : %d\n", i, arr[i]);
    }
}

void _printNumbers(int arr[], int n)
{
    for(int i = 0; i < n; i++)
    {
        printf("%d : %d\n", i, arr[i]);
    }
}
```

Using printNumbers:
0 : 1
1 : 2
2 : 3
3 : 4
4 : 5
5 : 6

Using _printNumbers:
0 : 1
1 : 2
2 : 3
3 : 4
4 : 5
5 : 6

Process returned 0 (0x0) execution time : 0.477 s
Press any key to continue.

Build messages | CppCheck/Vera++ | CppCheck/Vera++ messages | Cscope

File Line Message
--- Build file: "no target" in "no project" (compiler: unknown) ---

F:\C++ Windows (CR-IF) WINDOWS-1252 Line 35, Col 1, Pos 589 Insert Read/Write defa...

25. Strings

Code:

```
#include <stdio.h>
#include <string.h>

int main()
{
    char name[] = "S. J. Imon";

    printf("Printing 'name' using a loop:\n");
    for (int i = 0; name[i] != '\0'; i++)
    {
        printf("%c", name[i]);
    }

    printf("\n");

    printf("Printing 'name' with a pointer:\n");
    for (char *ptr = name; *ptr != '\0'; ptr++)
    {
        printf("%c", *ptr);
    }

    printf("\n");

    printf("Printing 'name' using a format specifier:\n");
    printf("%s\n", name);

    char firstName[40];
    printf("Enter first name: ");
    scanf("%s", firstName);
    printf("Your first name is %s\n", firstName);

    char fullName[40];
    printf("Enter full name: ");
    scanf(" %39[^\n]", fullName);
    printf("Your full name is %s\n", fullName);

    char oldVal[] = "oldValue";
    char newVal[50];

    strcpy(newVal, oldVal);
    printf("After strcpy: %s\n", newVal);

    char firstStr[50] = "Hello ";
    char secStr[] = "World";
    strcat(firstStr, secStr);
    printf("After strcat: %s\n", firstStr);
```

```

char str1[] = "Apple";
char str2[] = "Banana";
int result = strcmp(str1, str2);
printf("Comparison result: %d\n", result);

printf("Enter a string: ");
char str[100];
char ch;
int i = 0;

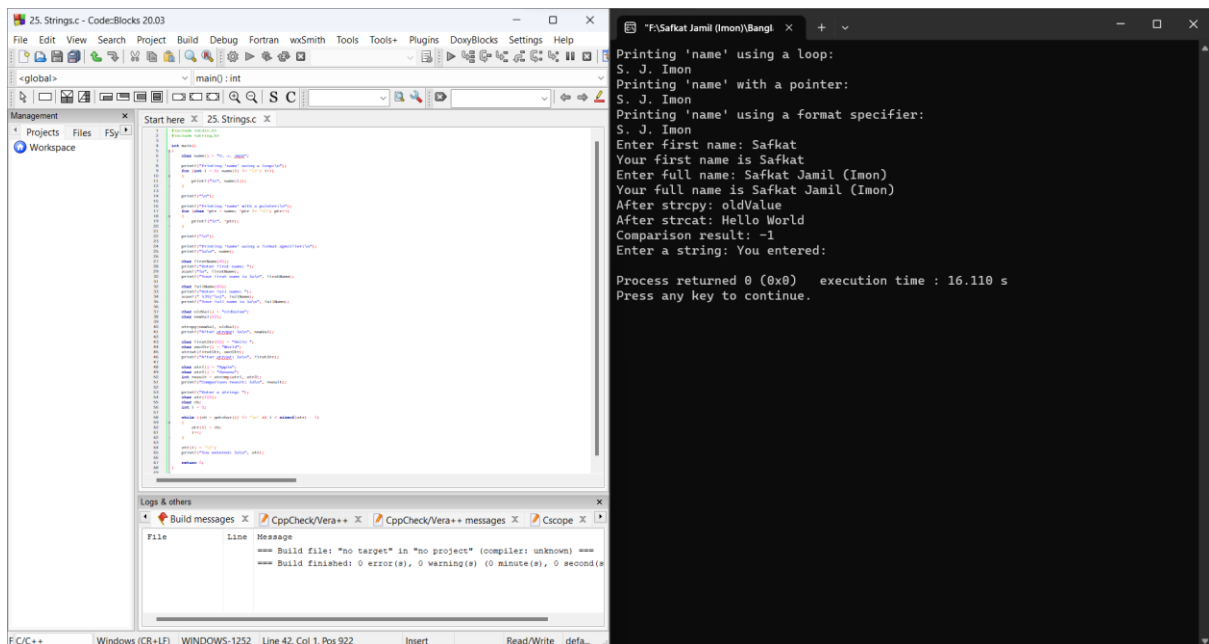
while ((ch = getchar()) != '\n' && i < sizeof(str) - 1)
{
    str[i] = ch;
    i++;
}

str[i] = '\0';
printf("You entered: %s\n", str);

return 0;
}

```

Screenshot:



26. Structures

Code:

```
#include <stdio.h>
#include <string.h>

struct Student
{
    int rollNumber;
    char name[100];
    float cgpa;
};

int main()
{
    int n;

    printf("Enter the number of students: ");
    scanf("%d", &n);

    struct Student students[n];

    for (int i = 0; i < n; i++)
    {
        printf("\nEnter details for student %d:\n", i + 1);

        printf("Roll Number: ");
        scanf("%d", &students[i].rollNumber);

        printf("Name: ");
        scanf(" %[^\\n]", students[i].name);

        printf("CGPA: ");
        scanf("%f", &students[i].cgpa);
    }

    printf("\nStudent Information:\n");
    for (int i = 0; i < n; i++)
    {
        printf("Student %d\n", i + 1);
        printf("Roll Number: %d\n", students[i].rollNumber);
        printf("Name: %s\n", students[i].name);
        printf("CGPA: %.2f\n", students[i].cgpa);
    }

    return 0;
}
```

Screenshot:

The screenshot displays a C++ IDE with the following components:

- Code Editor:** Contains a C++ program that defines a `Student` struct with `rollNumber`, `name`, and `cgpa` attributes. It includes a `main` function that prompts the user for the number of students (5), reads their details, and prints the information.
- Output Console:** Shows the program's execution. It prompts for the number of students (5) and then displays details for each student, including their roll number, name, and CGPA. The output is as follows:
Enter the number of students: 5
Enter details for student 1:
Roll Number: 20-0-52-801-804
Name: CGPA: 3.40
Enter details for student 2:
Roll Number: 20-0-52-801-814
Name: CGPA: 3.35
Enter details for student 3:
Roll Number: 20-0-52-801-833
Name: CGPA: 3.32
Enter details for student 4:
Roll Number: 20-0-52-801-842
Name: CGPA: 3.36
Enter details for student 5:
Roll Number: 20-0-52-801-861
Name: CGPA: 3.38
Student Information:
Student 1
Roll Number: 20
Name: -0-52-801-804
CGPA: 3.40
Student 2
Roll Number: 20
Name: -0-52-801-814
CGPA: 3.35
Student 3
Roll Number: 20
Name: -0-52-801-833
CGPA: 3.32
Student 4
Roll Number: 20
Name: -0-52-801-842
CGPA: 3.36
Student 5
Roll Number: 20
Name: -0-52-801-861
CGPA: 3.38
Process returned 0 (0x0) execution time : 85.211 s
Press any key to continue.
- Log & others:** Shows build messages, including a warning about a missing target in the project.

27. File I/O

Code:

```
#include <stdio.h>
#include <stdlib.h>

int main() {
    char fileName[100];
    char data[100];

    printf("Enter the file name: ");
    scanf("%s", fileName);

    FILE *file = fopen(fileName, "w");

    if (file == NULL)
    {
        printf("Error opening the file.\n");
        return 1;
    }

    printf("Enter data to write to the file (type 'exit' to stop):\n");
    while (1)
    {
        scanf(" %[^\n]", data);

        if (strcmp(data, "exit") == 0)
        {
            break;
        }

        fprintf(file, "%s\n", data);
    }

    fclose(file);

    file = fopen(fileName, "r");

    if (file == NULL)
    {
        printf("Error opening the file for reading.\n");
        return 1;
    }

    printf("\nData read from the file:\n");
    while (fgets(data, sizeof(data), file) != NULL)
    {
        printf("%s", data);
    }

    fclose(file);

    return 0;
}
```

Screenshot:

The screenshot displays the Code::Blocks IDE interface. The main editor window shows a C++ source file named `27.File-I-O.c`. The code implements a program that prompts the user for a file name, writes data to it, and then reads the data back. The terminal window on the right shows the execution of the program, where the file name 'Book' was entered, and the data 'SL' was written and then read back. The program returned 0 and took 49.702 seconds to execute.

```
#include <stdio.h>
#include <stdlib.h>

int main() {
    char fileName[100];
    char data[100];

    printf("Enter the file name: ");
    scanf("%s", fileName);

    FILE *file = fopen(fileName, "w");

    if (file == NULL) {
        printf("Error opening the file.\n");
        return 1;
    }

    printf("Enter data to write to the file (type 'exit' to stop):\n");
    while (1) {
        scanf("%s", data);
        if (strcmp(data, "exit") == 0) {
            break;
        }
        fprintf(file, "%s\n", data);
    }

    fclose(file);
    file = fopen(fileName, "r");

    if (file == NULL) {
        printf("Error opening the file for reading.\n");
        return 1;
    }

    printf("Data read from the file:\n");
    while (fgetc(data, file) != NULL) {
        printf("%s", data);
    }

    fclose(file);
    return 0;
}
```

Terminal Output:

```
Enter the file name: Book
Enter data to write to the file (type 'exit' to stop):
SL
Book Name
Author
Publication
Date
exit

Data read from the file:
SL
Book Name
Author
Publication
Date

Process returned 0 (0x0)   execution time : 49.702 s
Press any key to continue.
```