Logic Building Assignment : 4

1. Write a program which accept name from user and print that name.

```
#include<stdio.h>
int main()
{
    char Name[30];
    printf("please enter full name");
    scanf("%[^\n]%*c", Name);
    printf("your name is %s", Name);
    return 0;
}
```

2. Write a program which accept one number from user and check whether that number is greater than 100 or,

```
#include <stdio.h>
typedef int BOOL;
#define TRUE 1
#define FALSE 0

BOOL ChkGreater (int iNo)
{
    if (iNo > 100)
    {
        return TRUE;
    }
    else
    {
        return FALSE;
    }
}
int main()
{
    int iValue = 0;
    BOOL bRet = FALSE;
    printf ("Please enter number");
    scanf ("%d", &iValue);

    bRet = ChkGreater (iValue);
```

```
    if (bRet == TRUE)
    {
        printf("Greater");
    }
    else
    {
        printf("smaller");
    }
    return 0;
}
```

3. Write a program which accept two numbers and check whether numbers are equal or not.

```
#include <stdio.h>
typedef int BOOL;
#define TRUE 1
#define FALSE 0

BOOL ChkEqual(int iNo1, int iNo2)
{
    if (iNo1 == iNo2)
    {
        return TRUE;
    }
    else
    {
        return FALSE;
    }
}
```

```
int main()
{
    int iValue1 = 0, iValue2 = 0;
    BOOL bRet = FALSE;
    printf("Please enter two numbers");
    scanf("%d%d", &iValue1, &iValue2);
    bRet = chkEqual(iValue1, iValue2);
    if(bRet == TRUE)
    {
        printf("Equal");
    }
    else
    {
        printf("Not Equal");
    }
    return 0;
}
```

4. Write a program which accept three numbers and print its multiplication.

```
#include<stdio.h>
int multiply(int iNo1, int iNo2, int iNo3)
{
    int iRes = 0;
    if(iNo1 == 0 && iNo2 == 0 && iNo3 == 0)
    {
        return iRes;
    }
```

```
    if (iNO1 == 0)
    {
        iNO1 = 1;
    }
    if (iNO2 == 0)
    {
        iNO2 = 1;
    }
    if (iNO3 == 0)
    {
        iNO3 = 1;
    }
    iRes = iNO1 * iNO2 * iNO3;
    return iRes;
}
int main()
{
    int iValue1 = 0, iValue2 = 0, iValue3 = 0, iRet = 0;

    printf("please enter three numbers");
    scanf("%d %d %d", &iValue1, &iValue2, &iValue3);

    iRet = multiply(iValue1, iValue2, iValue3);
printf("multiplication is %d", iRet);
    return 0;
}
```

5. Write a program which accept total marks & obtained marks from user and calculate percentage.

```
#include<stdio.h>
  float percentage(int iNO1, int iNO2)
{
      return (float) iNO2/iNO1*100;
}
int main()
{
     int iValue1=0 , iValue2=0;
     float fRet = 0.0;

     printf ("Please enter total marks");
     scanf ("%d", &iValue1);

     printf (" Please enter obtained marks");
     scanf ("%d", &iValue2);

     fRet = percentage ( iValue1, iValue2);
printf(" Percentage is %.2f", fRet);

     return 0;
}
```