

Logic Building Assignment: 2

1. Accept one number from user and print number of * on screen.

```
void Display(int iNo)
{
    int iCnt = 0;
    for (iCnt; iCnt <= iNo; iCnt++)
    {
        printf("*");
    }
}

int main()
{
    int iValue = 0;

    printf("Enter number");
    scanf("%d", &iValue);
    Display(iValue);
    return 0;
}
```

Description - In main function, Accept a number from user & pass that number to the function Display. This function prints * in which the user enters that number of times.

2. Accept one number from user and print that number of * on screen.

```
void Di
```

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

```
void Display(int iNo)
```

```
{
```

```
    while(iNo > 0)
```

```
    {
```

```
        printf("*");
```

```
        iNo--;
```

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
    int iValue = 0;
```

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

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

```
    Display(iValue);
```

```
    return 0;
```

```
}
```

Description: In main function, ~~accept~~ accept one number from user & pass that number to the Display function. This function returns that no. of stars which were entered by user using while loop.

3. Accept one number from user if number is less than 10 then print "Hello" otherwise print "Demo".

```
#include <stdio.h>

unsigned int Display (unsigned int iNo)
{
    if (iNo < 10)
    {
        printf("Hello");
    }
    else
    {
        printf("Demo");
    }
}

int main()
{
    int iValue = 0;
    printf("Enter number");
    scanf("%d", &iValue);
    Display(iValue);
    return 0;
}
```

Description: In main function, accept one number from user, pass that number to the function Display. After that this function will check whether the no. is less than 10 then it will print "Hello" otherwise it will print as "Demo".

4. Accept two numbers from user and display first number in second number of times.

Input : 12 5

Output : 12 12 12 12 12

Input : -2 3

Output : -2 -2 -2

Input : 21 -3

Output : 21 21 21

Input : -2 0

Output :

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

```
int display (int iNo, int iFrequency)
{
```

```
    //int int=0;
```

```
    int i=0;
```

```
    if (iFrequency < 0)
```

```
    {
```

```
        iFrequency = -(iFrequency);
```

```
    }
```

```
    for (i=0; i<iFrequency; i++)
```

```
    {
```

```
        printf ("%d\t", iNo);
```

```
    }
```

```
}
```

```
int main ()
```

```
{
```

```
    int iValue=0;
```

```
    int iCount=0;
```

```
printf ("Enter number");  
scanf ("%d", &iValue);  
printf ("Enter Frequency");  
scanf ("%d", &iCount);  
display (iValue, iCount);  
return 0;  
}
```

Description: In main function, enter number & its Frequency by user. Pass those values to the display function. The display function prints the number as per giving the frequency.

5. Accept number from user & check whether number is even or odd.

```
#include <stdio.h>  
#define TRUE 1  
#define FALSE 0  
typedef int BOOL;  
BOOL ChkEven (int iNo)  
{  
    if ((iNo % 2) == 0)  
    {  
        return TRUE;  
    }  
    else  
    {  
        return FALSE;  
    }  
}
```

```
int main()
{
    int iValue = 0;
    bool bRet = FALSE;
    printf("Enter number");
    scanf("%d", &iValue);
    bRet = chkEven(iValue);
    if (bRet == TRUE)
    {
        printf("%d is Even number", iValue);
    }
    else
    {
        printf("%d is odd number", iValue);
    }
    return 0;
}
```

Description : In main function, accept one number from user & pass that number to the function `chkEven`. Assign function to the variable `bRet` which returns either `TRUE` or `FALSE`. The function `chkEven` checks if the given number mod 2 equals to zero then it is an even number otherwise it is an odd number. If the `bRet` value becomes `TRUE` then the no is even otherwise the no. is odd.