## **ASSIGNMENT - 03**

## **Q1**. Display multiple variables.

```
a+c, x+c, dx+x, a+x, s+b, ax+b, s+c, ax+c, ax+ux
#include <stdio.h>
int main(){
     int a = 125, b = 12345;
     long ax = 1234567890;
     short s = 4043;
    float x = 2.13459;
    double dx = 1.1415927;
    char c = 'W':
    unsigned long ux = 2541567890;
   printf("a + c = %d\n", a + c);
   printf("x + c = %f n", x + c);
   printf("dx + x = %f\n", dx + x);
   printf("a + x = \%f \ ", a + x);
   printf("s + b = \%d\n", s + b);
  printf("ax + b = % ld n", ax + b);
  printf("s + c = \%hd\n", s + c);
  printf("ax + c = % ld n", ax + c);
  printf("ax + ux = \%lu\n", ax + ux);
  return 0;}
```

## OUTPUT:

$$a + c = 212$$
  
 $x + c = 89.134590$   
 $dx + x = 3.276183$   
 $a + x = 127.134590$   
 $s + b = 16388$   
 $ax + b = 1234580235$   
 $s + c = 4130$   
 $ax + c = 1234567977$   
 $ax + ux = 3776135780$ 

```
Q2. Convert specified days into years, weeks and days.
int main()
   int days, years, week;
  days=129;
  printf("Enter the days :");
  scanf("%d",&days);
  years = days/365;
  week = (days\%365)/7;
 days = days-((years*365)+(week*7));
 printf("years :%d\n", years);
 printf("week :%d\n", week);
 printf("days :%d\n", days);
 return 0;
```

```
OUTPUT:
Enter the days:26
years:0
week:3
days:5
```

Q3. Accept two item's weight (floating points value) and number of purchase (floating points values) and calculate the average value of the items.

```
int main()
   double wi1, ci1, wi2, ci2, result;
   printf("Weight - Item1: ");
   scanf("%lf", &wi1);
   printf("No. of item1: ");
   scanf("%lf", &ci1);
    printf("Weight - Item2: ");
    scanf("%lf", &wi2);
   printf("No. of item2: ");
   scanf("%lf", &ci2);
   result = ((wi1 * ci1) + (wi2 * ci2)) / (ci1 + ci2);
    printf("Average Value = %f\n", result);
    return 0;
```

## **OUTPUT**:

Weight - Item1: 15

No. of item1: 5

Weight - Item2: 26

No. of item2: 4

Average Value = 19.888889

Q4. <u>Create enumerated data type for 7 days and display their values in integer constants</u>.

```
#include <stdio.h>
int main()
enum week{Sun, Mon, Tue, Wed, Thu, Fri, Sat};
printf("Sun = %d", Sun);
printf("\nMon = \%d", Mon);
printf("\nTue = \%d", Tue);
printf("\nWed = \%d", Wed);
printf("\nThu = %d", Thu);
printf("\nFri = \%d", Fri);
printf("\nSat = \%d", Sat);
return 0;
```

OUTPUT:
Sun = 0
Mon = 1
Tue = 2
Wed = 3
Thu = 4
Fri = 5
Sat = 6

Q5. Convert centigrade to Fahrenheit.

```
#include <stdio.h>
int main()
  float Fahrenheit, centigrade;
  printf("enter the temperature centigrade : ");
  scanf("%f", &centigrade);
  fahrenheit =(centigrade*9/5)+32;
  printf("%.2f centigrade = %.2f fahrenheit", centigrade,fahrenheit);
  return 0;
OUTPUT:
enter the temperature centigrade: 100
100.00 centigrade = 212.00 fahrenheit
```

```
Q6. Takes minutes as input, and display the total number of hours and minutes.
#include <stdio.h>
int main()
int tot mins, hrs, mins;
printf("Input minutes: ");
scanf("total minutes%d", &tot mins);
hrs = (tot_mins / 60);
mins = (tot_mins \% 60);
printf("%d Hours, %d Minutes.\n", hrs, mins);
return 0;
OUTPUT:
Input minutes: 546
364 Hours, 26 Minutes.
```

```
Q7. Print the perimeter of a rectangle to take its height and width as input.
int main()
 int POR, width, height;
 printf("Enter the width :");
 scanf("%d", &width);
 printf("Enter the height :");
 scanf("%d", &height);
 POR=2*(width + height);
 printf("perimeter of rectangle :%d", POR);
 return 0;
OUTPUT:
Enter the width:4
Enter the height :6
perimeter of rectangle :20
```

```
Q8. By using +, /, \% =, >=,! Operators.
int main(){
                                      int a,b,c;
                                       printf("Enter the value of a :");
                                    scanf("%d", &a);
                                printf("Enter the value of b :");
                                scanf("%d", &b);
                                c = a + b;
                                printf("a+b = %d\n", c);
                                   c = a/b;
                               printf("a/b = %d\n", c);
                               c = a\%b;
                               printf("a%b = %d\n", c);
                            a%=b;
                            printf("a = \%d\n",a);
                         a>=b;
                     printf("a>=b %d\n", b);
                     printf("%d \ge  %d \in  %d \in
                         c = !(a = = b);
                  printf("!(a==b) =%d\n", c);
                 return 0;}
```

```
OUTPUT:

Enter the value of a:8

Enter the value of b:2

a+b=10

a/b=4

a\%b=0

c=0

a>=b2

!(a==b)=1
```

```
Q9. By using &, |, >>,?:, | | operators.
#include <stdio.h>
int main()
  int a = 8, b = 12, c = 15, result, num=212, i;
  printf("Output = %d\n", a&b);
 printf("Output = %d\n", a|b);
 result = (a == b) | | (c < b);
 printf("(a == b) | | (c < b) is %d \n", result);
 result = (a != b) | | (c < b);
 printf("(a != b) | | (c < b) is %d \n", result);
 for (i=0; i<=2; ++i)
 printf("Right shift by %d: %d\n", i, num>>i);
 return 0;
```

```
OUTPUT:
Output = 8
Output = 12
(a == b) || (c < b) is 0
(a != b) || (c < b) is 1
Right shift by 0: 212
Right shift by 1: 106
Right shift by 2: 53
```

```
Q10. Find the size of int, float, double and char.
#include <stdio.h>
int main()
   int intType;
   float floatType;
   double double Type;
   char char Type;
   printf("size of int :%d btyes\n",sizeof(intType));
   printf("size of float :%zu btyes\n",sizeof(floatType));
   printf("size of double:%zu btyes\n",sizeof(doubleType));
   printf("size of char :%zu btye\n",sizeof(charType));
   return 0;
OUTPUT:
size of int:4 btyes
size of float :4 btyes
size of double:8 btyes
size of char:1 btye
```