1.Develop a C program to perform arithmetic operations(addition, subtraction, multiplication, Division and remainder) on two integers using pointers.

```
#include<stdio.h>
void addition(int *a,int *b,int *sum)
{
  *sum = *a + *b;
}
void subtraction(int *a,int *b,int *difference)
{
  *difference = *a - *b;
}
void multiplication(int *a,int *b,int *product)
{
  *product = (*a)*(*b);
}
void division(int *a,int *b,int *division)
{
  *division = (*a)/(*b);
}
void remainder(int *a,int *b,int *remainder)
{
  *remainder=(*a)%(*b);
}
void main()
{
int num1,num2,c,d,e,f,g;
 printf("Enter the two numbers: ");
 scanf("%d %d",&num1,&num2);
 addition(&num1,&num2,&c);
 subtraction(&num1,&num2,&d);
```

```
multiplication(&num1,&num2,&e);
division(&num1,&num2,&f);
remainder(&num1,&num2,&g);
printf("Addition=%d\nSubtraction=%d\nMultiplication=%d\nDivision=%d\nRemainder=%d",c,d,e,f,g);
}
```

Enter the two numbers: 3 5 Addition=8 Subtraction=-2 Multiplication=15 Division=0 Remainder=3

## 2.Illustrate pointers in swapping two numbers.

```
#include<stdio.h>
void main()
{
int x,y,*a,*b,temp;
printf("Enter the values of x and y: ");
scanf("%d %d",&x,&y);
printf("Before swapping\nx=%d\ny=%d\n",x,y);
a=&x;
b=&y;
temp=*b;
 *b=*a;
 *a=temp;
printf("After swapping\nx=%d\ny=%d\n",x,y);
}
Enter the values of x and y: 4 6
Before swapping
x=4
y=6
After swapping
```

3.Demonstrate how to read data from the keyboard, write it to a file called BMSCE, again read the same data from the BMSCE file, and display it on the screen/console.

```
#include<stdio.h>
void main()
{
FILE *fp;
char input[100];
int i;
fp=fopen("C:\\Users\\Admin\\Desktop\\CCP\\BMSCE.txt","w");
 printf("Enter the content to be inputted into the file: ");
gets(input);
 fprintf(fp,"%s",input);
fp=fopen("C:\\Users\\Admin\\Desktop\\CCP\\BMSCE.txt","r");
 printf("Data read:");
fscanf(fp,"%s",input);
 printf("\n%s",input);
fclose(fp);
}
Enter the content to be inputted into the file: BMSCE
Data read:
```

BMSCE