1 . Swapping of two numbers:-

#include <stdio.h>

int main() {

int m, n, temp;

printf("Enter the value of m: ");

scanf("%d", &m);

printf("Enter the value of n: ");

scanf("%d", &n);

printf("Before swapping: m = %d, n = %d\n", m, n);

temp = m;

m = n;

n = temp;

printf("After swapping: m = %d, n = %d\n", m, n);

return 0;

}

2 . Arithmetic operations

#include <stdio.h>

int main() {

int num1, num2, sum, diff, prod;

float quot;

printf("Enter two numbers: ");

scanf("%d %d", &num1, &num2);

sum = num1 + num2;

diff = num1 - num2;

prod = num1 \* num2;

quot = (float) num1 / num2;

printf("Sum: %d\n", sum);

printf("Difference: %d\n", diff);

printf("Product: %d\n", prod);

printf("Quotient: %.2f\n", quot);

return 0;

}

3 . Temperature converter

#include <stdio.h>

int main() {

float celsius, fahrenheit;

printf("Enter the temperature in Celsius: ");

scanf("%f", &celsius);

fahrenheit = (celsius \* 9 / 5) + 32;

printf("%.2f Celsius = %.2f Fahrenheit\n", celsius, fahrenheit);

return 0;

}

4 . Area of the rectangle

#include <stdio.h>

int main() {

float length, width, area;

printf("Enter the length of the rectangle: ");

scanf("%f", &length);

printf("Enter the width of the rectangle: ");

scanf("%f", &width);

area = length \* width;

printf("Area of the rectangle = %.2f square units\n", area);

return 0;

}

5 . Odd or even:-

#include <stdio.h>

int main() {

int num;

printf("Enter the number: ");

scanf("%d", &num);

if(num % 2 == 0) {

printf("The given number is even\n");

}

else {

printf("The given number is odd\n");

}

return 0;

}

6 . Leap year:-

#include <stdio.h>

int main() {

int year;

printf("Enter a year: ");

scanf("%d", &year);

if (year % 4 == 0) {

if (year % 100 == 0) {

if (year % 400 == 0)

printf("%d is a leap year.\n", year);

else

printf("%d is not a leap year.\n", year);

} else

printf("%d is a leap year.\n", year);

} else

printf("%d is not a leap year.\n", year);

return 0;

}

7 . Maximum and minimum of the integers:-

#include <stdio.h>

int main() {

int num1, num2, num3, max, min;

printf("Enter three integers: ");

scanf("%d %d %d", &num1, &num2, &num3);

max = num1;

min = num1;

if (num2 > max)

max = num2;

if (num3 > max)

max = num3;

if (num2 < min)

min = num2;

if (num3 < min)

min = num3;

printf("Maximum of three integers = %d\n", max);

printf("Minimum of three integers = %d\n", min);

return 0;

}

8 . Sum and average:-

#include <stdio.h>

int main() {

float num, sum = 0.0, average;

int count = 0;

printf("Enter the numbers:\n");

while (scanf("%f", &num) == 1) {

sum += num;

count++;

}

average = sum / count;

printf("Sum = %.2f\n", sum);

printf("Average = %.2f\n", average);

return 0;

}