NAME:SAMEER

ROLL NO:23K-5535

SECTION:BCS2D

PRACTICE TASK=01

Q1:

```
#include <stdio.h>
int main(){{
    int my_password=555;
    int users_password;
    printf("enter the password:");
    scanf("%d",&users_password);

while(users_password!=my_password){
    printf("enter the password:");
    scanf("%d",&users_password);
- }
    return 0;
- }
```

OUTPUT:

```
enter the password:456
enter the password:234
enter the password:89907
enter the password:55
enter the password:555
```

```
TASK=PROGRAMING FUNDAMENTAL
#include <stdio.h>
//function declaration and definition
void print_table(int num) {
  int i = 1;
  do {
    printf("%d*%d = %d\n", num, i, num*i);
    i++;
  } while (i <= 10);
}
int main() {
  int num;
  printf("Enter a number: ");
  scanf("%d", &num);
  if (num <= 0) {
    printf("Please enter a positive number.\n");
  }
  else {
```

```
do {
    printf("\nMultiplication table of %d:\n", num);
    print_table(num);//function calling
    num--;
}
    while (num >= 1);
}
return 0;
}
```

OUTPUT:

```
ctions... lication table of 4:
 4*1 = 4
 4*2 = 8
 4*3 = 12
 4*4 = 16
 4*5 = 20
 4*6 = 24
 4*7 = 28
 4*8 = 32
 4*9 = 36
 4*10 = 40
 Multiplication table of 3:
 3*1 = 3
 3*2 = 6
 3*3 = 9
 3*4 = 12
 3*5 = 15
 3*6 = 18
 3*7 = 21
 3*8 = 24
 3*9 = 27
 3*10 = 30
 Multiplication table of 2:
 2*1 = 2
 2*2 = 4
 2*3 = 6
 2*4 = 8
 2*5 = 10
 2*6 = 12
 2*7 = 14
 2*8 = 16
 2*9 = 18
 2*10 = 20
 Multiplication table of 1:
```

```
Multiplication table of 1:

1*1 = 1

1*2 = 2

1*3 = 3

1*4 = 4

1*5 = 5

1*6 = 6

1*7 = 7

1*8 = 8

1*9 = 9

1*10 = 10

PS C:\Users\TLS\Desktop\sameer\output>
```

```
Q2:
#include <stdio.h>
float calculateOvertimePay(char type, int hours) {
  float rate;
  float overtimePay = 0;
  if (type == 'p') {
    rate = 150.00;
  }
  else if (type == 'c') {
    rate = 100.00;
  }
  else {
    printf("please enter the valid type of employee\n");
  }
  int overtimeHours = 0;
  if (hours > 40) {
    overtimeHours = hours - 40;
  }
```

```
overtimePay = overtimeHours * rate;
  return overtimePay;
}
int main() {
  int permanent = 0;
  int contract = 0;
  float total over time pay = 0;
  int employeeCount = 0;
  while (employeeCount < 10) {
    employeeCount++;
    char emp type;
    int hours worked;
    printf("Enter the employee type (p for permanent and c for
contract): ");
    scanf(" %c", &emp_type);
    printf("Enter the hours employee worked: ");
    scanf("%d", &hours_worked);
```

```
//function calling
    float overtime = calculateOvertimePay(emp_type, hours_worked);
    total_over_time_pay = total_over_time_pay + overtime;
    if (emp type == 'p') {
      permanent++;
    }
    else if (emp type == 'c') {
      contract++;
    }
  }
  printf("total number of permanent employees: %d\n", permanent);
  printf("total number of contract employees: %d\n", contract);
  printf("total overtime pay: Rs. %.2f\n", total over time pay);
  return 0;
}
```

```
nter the employee type (p for permanent and c for contract): p
nter the hours employee worked: 3
nter the employee type (p for permanent and c for contract): c
nter the hours employee worked: 1
nter the employee type (p for permanent and c for contract): p
nter the hours employee worked: 4
nter the employee type (p for permanent and c for contract): p
nter the hours employee worked: 5
nter the employee type (p for permanent and c for contract): c
nter the hours employee worked: 4
nter the employee type (p for permanent and c for contract): p
nter the hours employee worked: 2
nter the employee type (p for permanent and c for contract): p
nter the hours employee worked: c
nter the employee type (p for permanent and c for contract): Enter the hours employee wor
nter the employee type (p for permanent and c for contract): p
nter the hours employee worked: 2
nter the employee type (p for permanent and c for contract): c
nter the hours employee worked: 5
otal number of permanent employees: 6
otal number of contract employees: 4
otal overtime pay: Rs. 0.00
```