

TASK NO : 1

```
#include<stdio.h>
int main()
{
    char citizen;
    int age ;
    printf("enter citizenship");
    scanf("%c",&citizen);
    printf("enter the age ");
    scanf("%d", &age);
    if(citizen=='Y')
    {
        printf("your are pakistani:\n");
        if(age>= 18)
        {
            printf("elligble for vote");
        }
    }

    else{
        printf("not elligble for vote");
    }
}
```

```
enter citizenshipY
enter the age 18\
your are pakistani:
elligble for vote
-----
Process exited after 5 seconds with return value 0
Press any key to continue . . .
```

TASK NO : 2

```

#include<stdio.h>
int main()
{
    float a , b , c ,sum ;
    printf("enter the value of A ");
    scanf("%f",&a);
    printf("enter the value of B ");
    scanf("%f",&b);
    printf("enter the value of C ");
    scanf("%f",&c);
    sum = a + b + c ;
    printf("sum of triangle is ",sum);
    if(sum >=0)
    {
        printf("positive values\n");
        if (sum==180)
        {
            printf("triangle is valid");
        }
        else
        {
            printf("invalid triangle");
        }
    }
    else
    {
        printf("you put negative values ");
    }
}

```

```

enter the value of A 50
enter the value of B 50
enter the value of C 60
sum of triangle is positive values
invalid triangle
-----
Process exited after 6.986 seconds with return value 0
Press any key to continue . . .

```

```
enter the value of A 80
enter the value of B 50
enter the value of C 50
sum of triangle is positive values
triangle is valid
-----
Process exited after 6.923 seconds with return value 0
Press any key to continue . . .
```

TASK NO :3

```
#include<stdio.h>
int main()
{
    float per ;
    printf("enter the percentage :");
    scanf("%f",&per);
    (per>=90) ? printf("A") :
    (per>=80 && per <=89) ? printf("B") :
    (per>=70 && per <=79) ? printf("C") :
    (per>=60 && per <=69) ? printf("D") :printf("F");
}
```

```
enter the percentage :88
B
-----
Process exited after 3.852 seconds with return value 0
Press any key to continue . . .
```