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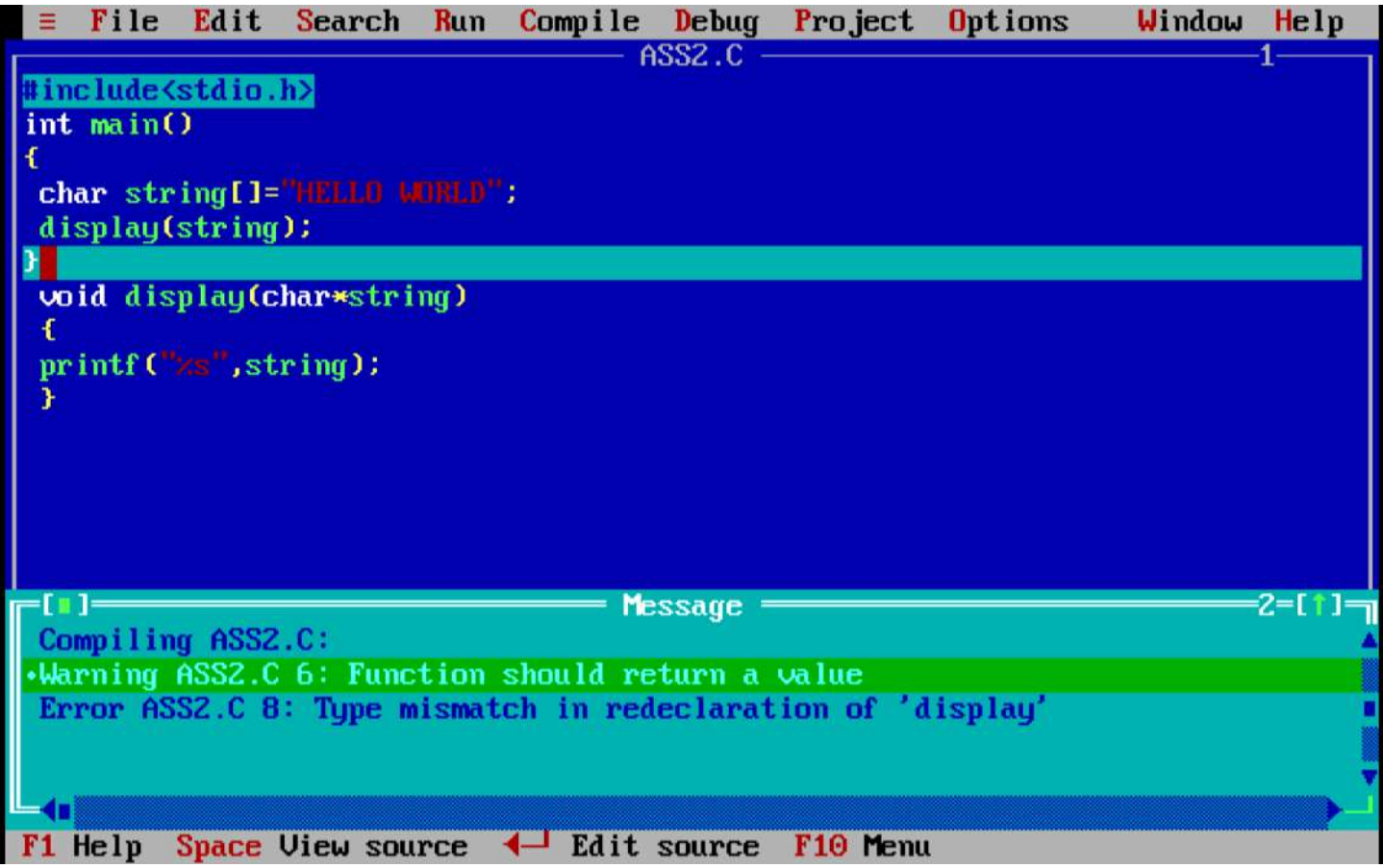
ASS1.C
#include<stdio.h>
int main()
{
3:2
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

```
C:\TURBOC3\BIN>TC
enter number of rows: 5
1
22
333
4444
55555
enter number of rows: _
```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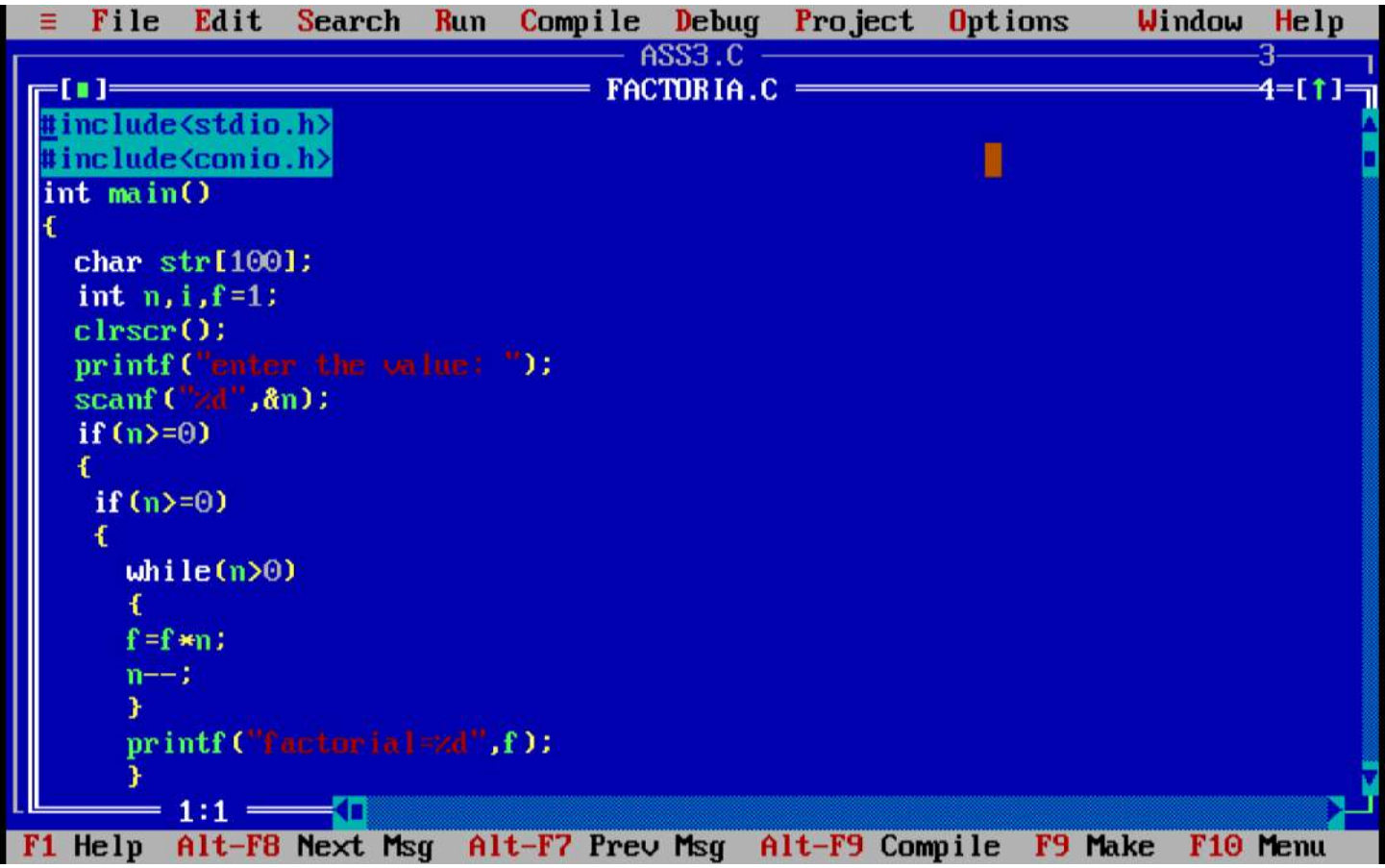
ASS2.C
1
#include<stdio.h>
int main()
{
char string[]="HELLO WORLD";
display(string);
}
void display(char*string)
{
printf("%s",string);
}
Message
2=[↑]
Compiling ASS2.C:
Warning ASS2.C 6: Function should return a value
Error ASS2.C 8: Type mismatch in redeclaration of 'display'
F1 Help Space View source Edit source F10 Menu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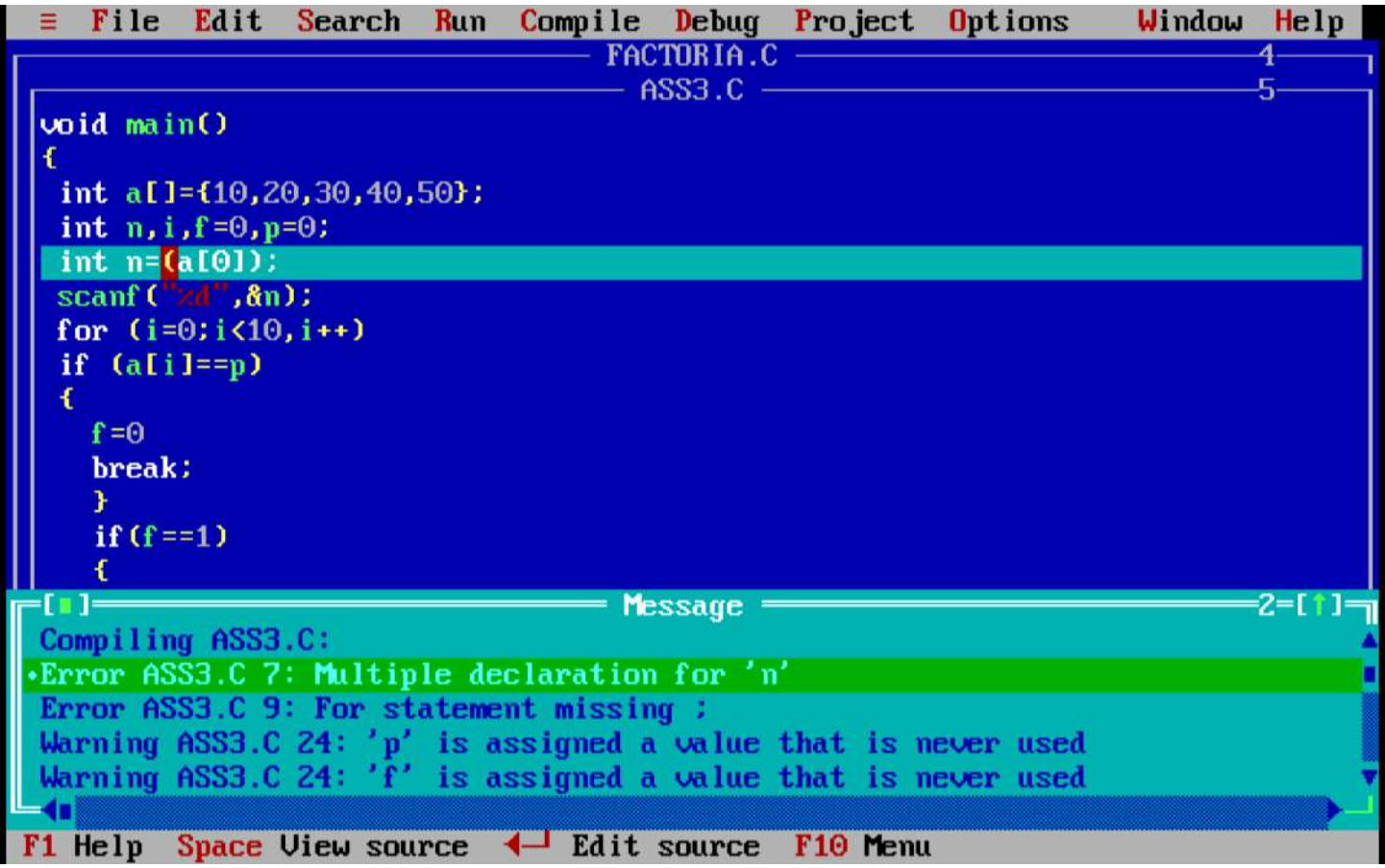
ASS3.C 3
FACTORIA.C 4
#include<stdio.h>
#include<conio.h>
int main()
{
char str[100];
int n,i,f=1;
clrscr();
printf("enter the value: ");
scanf("%d",&n);
if(n>=0)
{
if(n>=0)
{
while(n>0)
{
f=f*n;
n--;
}
printf("factorial=%d",f);
}
1:1
F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu


enter the value: 7
factorial=5040_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FACTORIA.C
ASS3.C
void main()
{
int a[]={10,20,30,40,50};
int n,i,f=0,p=0;
int n=(a[0]);
scanf("%d",&n);
for (i=0;i<10,i++)
if (a[i]==p)
{
f=0
break;
}
if(f==1)
{
Message
Compiling ASS3.C:
Error ASS3.C 7: Multiple declaration for 'n'
Error ASS3.C 9: For statement missing ;
Warning ASS3.C 24: 'p' is assigned a value that is never used
Warning ASS3.C 24: 'f' is assigned a value that is never used
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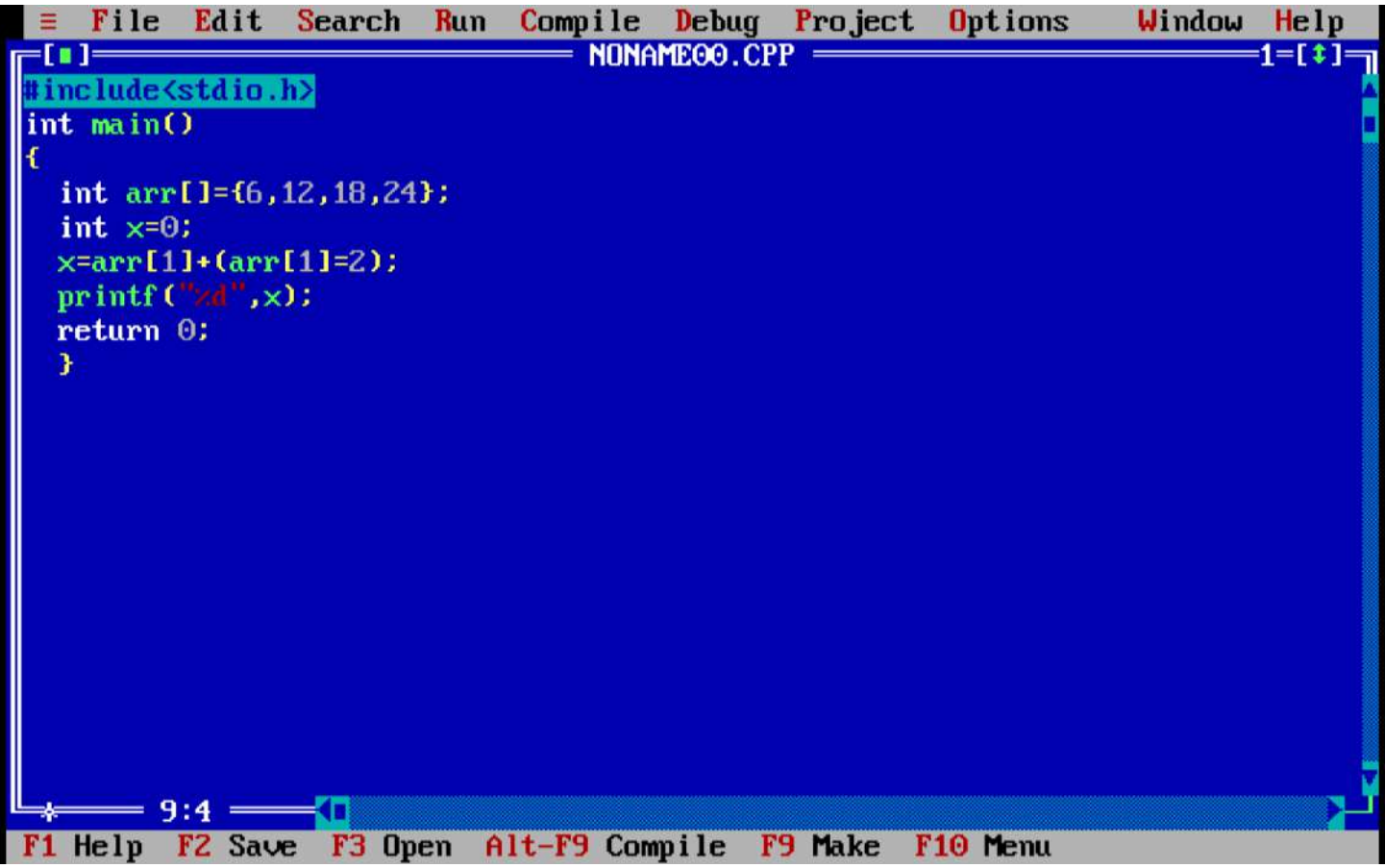
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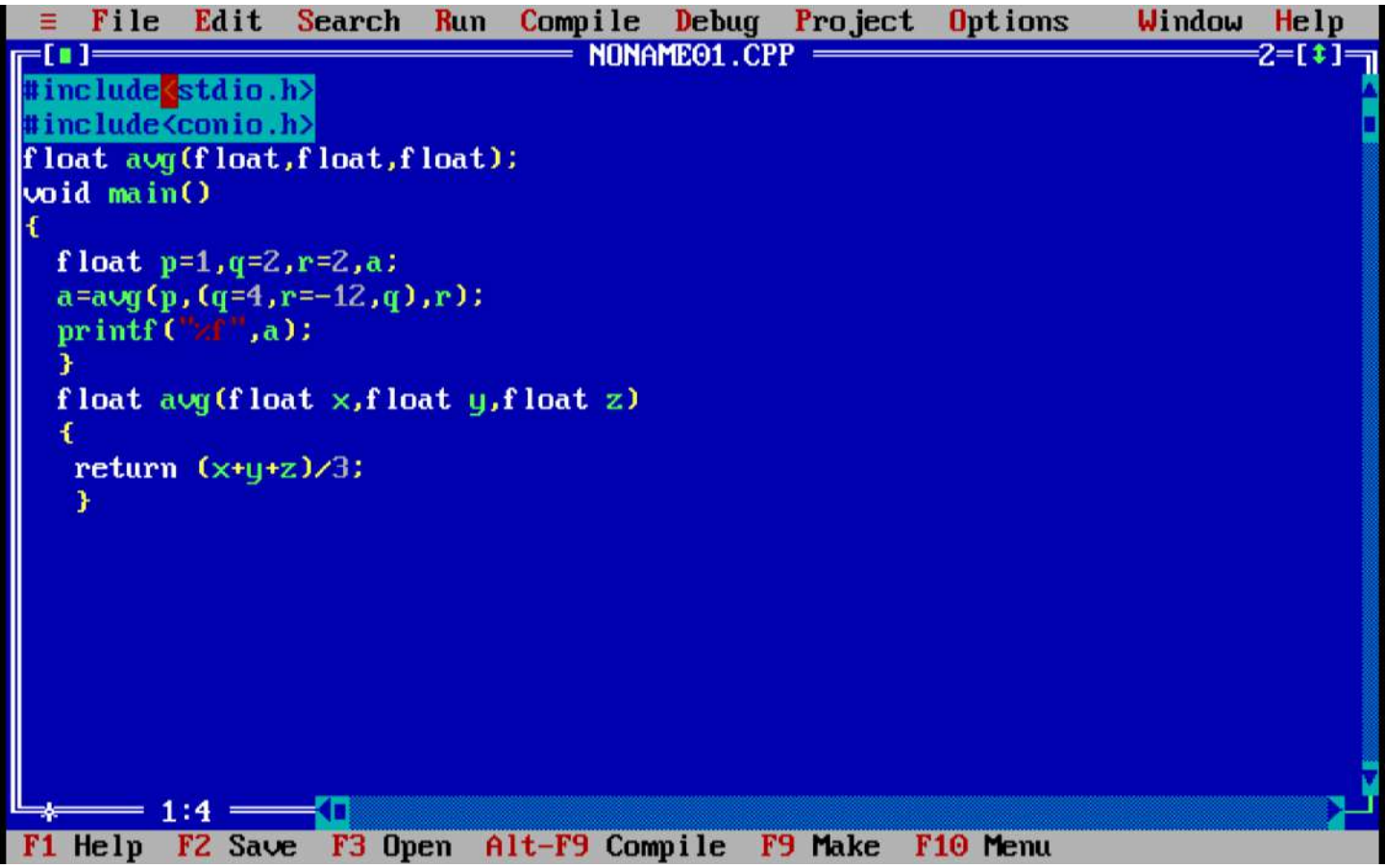
NONAME00.CPP
#include<stdio.h>
int main()
{
int arr[]={6,12,18,24};
int x=0;
x=arr[1]+(arr[1]=2);
printf("%d",x);
return 0;
}
9:4
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu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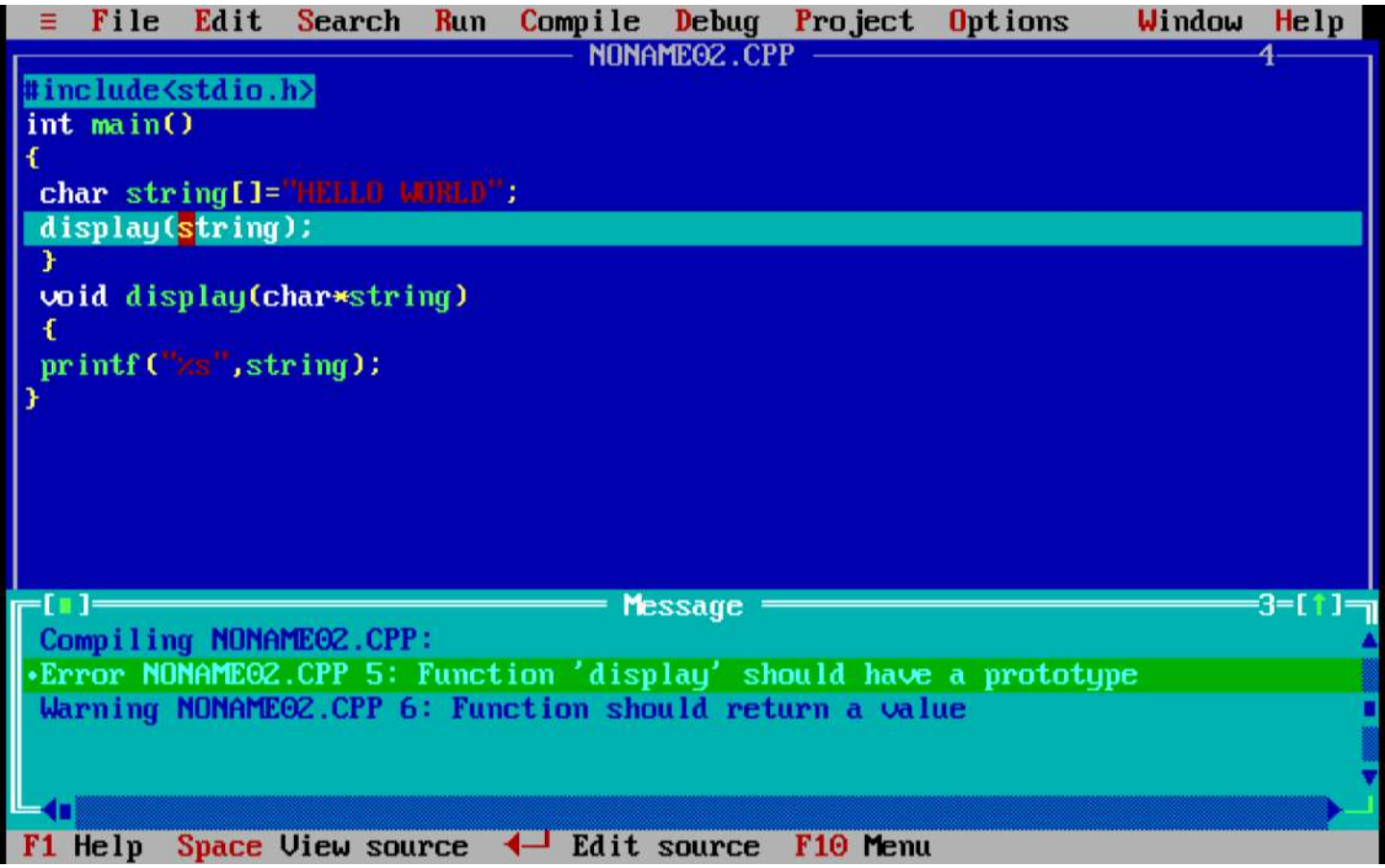
NONAME01.CPP
#include<stdio.h>
#include<conio.h>
float avg(float,float,float);
void main()
{
float p=1,q=2,r=2,a;
a=avg(p,(q=4,r=-12,q),r);
printf("%f",a);
}
float avg(float x,float y,float z)
{
return (x+y+z)/3;
}
1:4
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu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NONAME02.CPP
#include<stdio.h>
int main()
{
char string[]="HELLO WORLD";
display(string);
}
void display(char*string)
{
printf("%s",string);
}
Message
Compiling NONAME02.CPP:
Error NONAME02.CPP 5: Function 'display' should have a prototype
Warning NONAME02.CPP 6: Function should return a value
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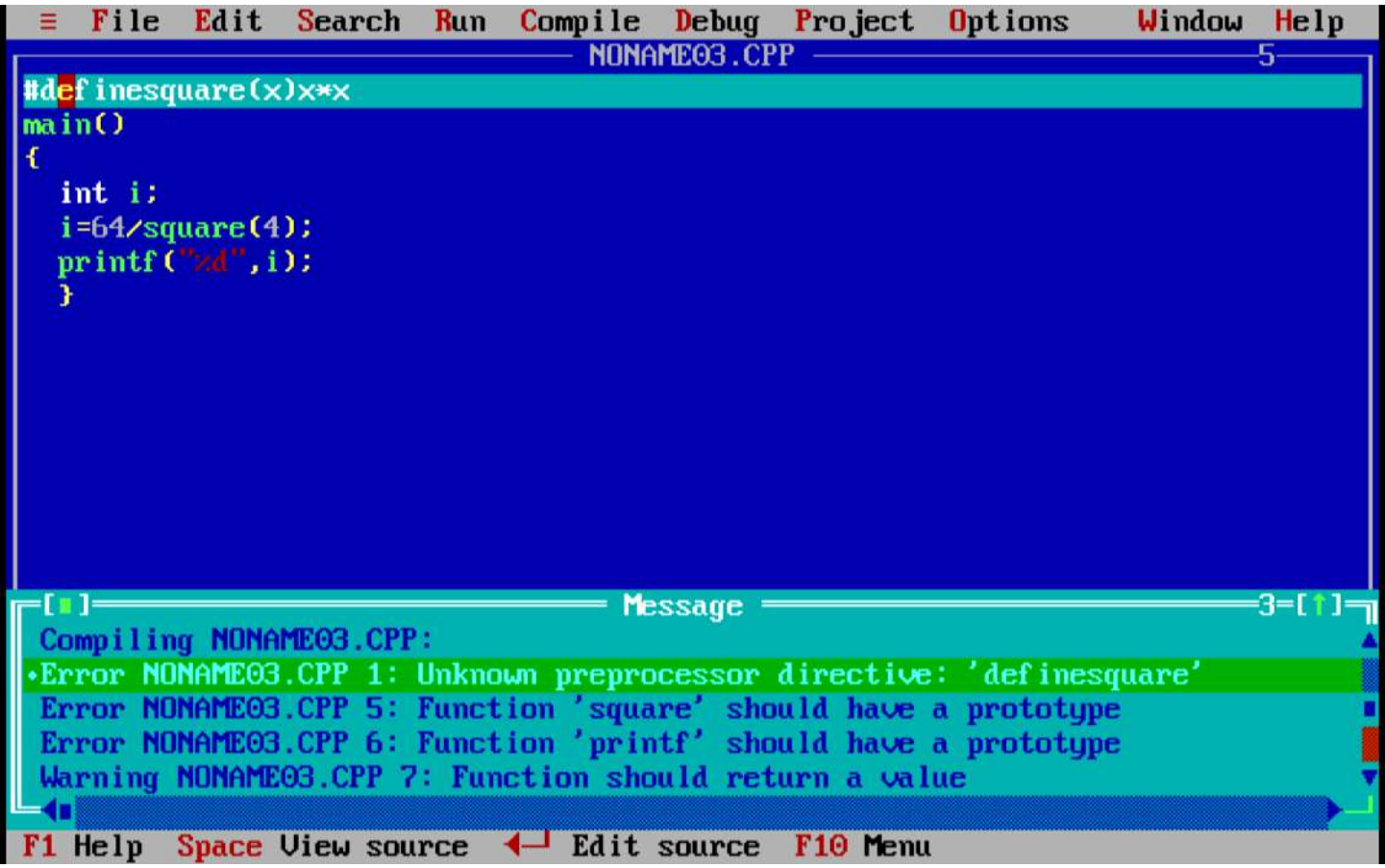
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NONAME03.CPP 5
#definesquare(x)x*x
main()
{
int i;
i=64/square(4);
printf("%d",i);
}
Message 3
Compiling NONAME03.CPP:
Error NONAME03.CPP 1: Unknown preprocessor directive: 'definesquare'
Error NONAME03.CPP 5: Function 'square' should have a prototype
Error NONAME03.CPP 6: Function 'printf' should have a prototype
Warning NONAME03.CPP 7: Function should return a value
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