

```
1. #include <stdio.h>

int main()
{
float p, q;

float sum, sub, mul, div;

printf("Enter any two numbers::\n");

scanf("%f%f", &p, &q);

sum = p + q;

sub = p - q;

mul = p * q;

div = p / q;

printf("SUM      %f + %f = %f\n", p, q, sum);

printf("DIFFERENCE %f - %f = %f\n", p, q, sub);

printf("PRODUCT   %f * %f = %f\n", p, q, mul);

printf("QUOTIENT  %f / %f = %f\n", p, q, div);

return 0;

}
```

```
2. #include<stdio.h>

int main()
{
float c, f;

printf("Input temp in celsius: ");

scanf("%f", &c);

f=(c*1.8)+32;

printf("\n The temperature in fahrenheit is %f", f);

return 0;

}
```

```
3. #include<stdio.h>

int main()
```

```

{
int r, D, A, circumference;

printf("Input the radius of the circle: ");
scanf("%d", &r);

D = 2 * r;
A = 3.14 * r * r;
circumference = 2 * 3.14 * r;

printf("\nThe diameter of the circle is = %d\n", D);
printf("\nThe area of the circle is = %d\n", A);
printf("\nThe circumference of the circle is = %d", circumference);

return 0;
}

```

4. #include <stdio.h>

```

int main()
{
int phy, chem, bio, math, comp;

float per;

printf("Enter five subjects marks: ");
scanf("%d%d%d%d%d", &phy, &chem, &bio, &math, &comp);

per = (phy + chem + bio + math + comp) / 5.0;

printf("Percentage = %.2f\n", per);

if(per >= 90)
{
printf("Grade A");
}

else if(per >= 80)
{
printf("Grade B");
}

else if(per >= 70)

```

```
{  
printf("Grade C");  
}  
else if(per >= 60)  
{  
printf("Grade D");  
}  
else if(per >= 40)  
{  
printf("Grade E");  
}  
else  
{  
printf("Grade F");  
}  
return 0;  
}
```

5. #include <stdio.h>

```
int main()  
{  
char ch;  
printf("Enter any alphabet: ");  
scanf("%c", &ch);  
switch(ch)  
{  
case 'a':  
printf("Vowel");  
break;  
case 'e':  
printf("Vowel");  

```

```
break;
case 'i':
printf("Vowel");
break;
case 'o':
printf("Vowel");
break;
case 'u':
printf("Vowel");
break;
case 'A':
printf("Vowel");
break;
case 'E':
printf("Vowel");
break;
case 'I':
printf("Vowel");
break;
case 'O':
printf("Vowel");
break;
case 'U':
printf("Vowel");
break;
default:
printf("Consonant");
}
return 0;
}
```