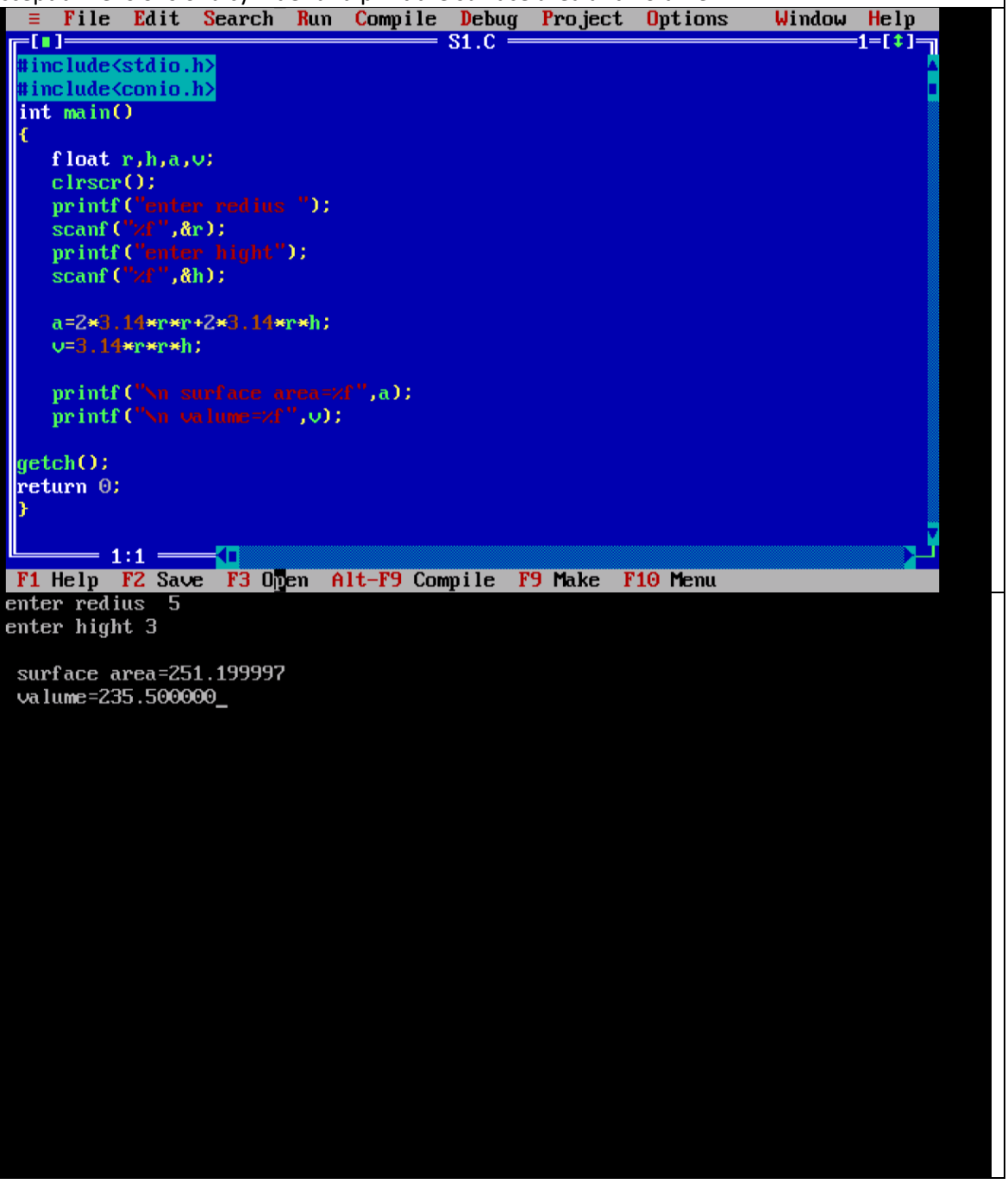
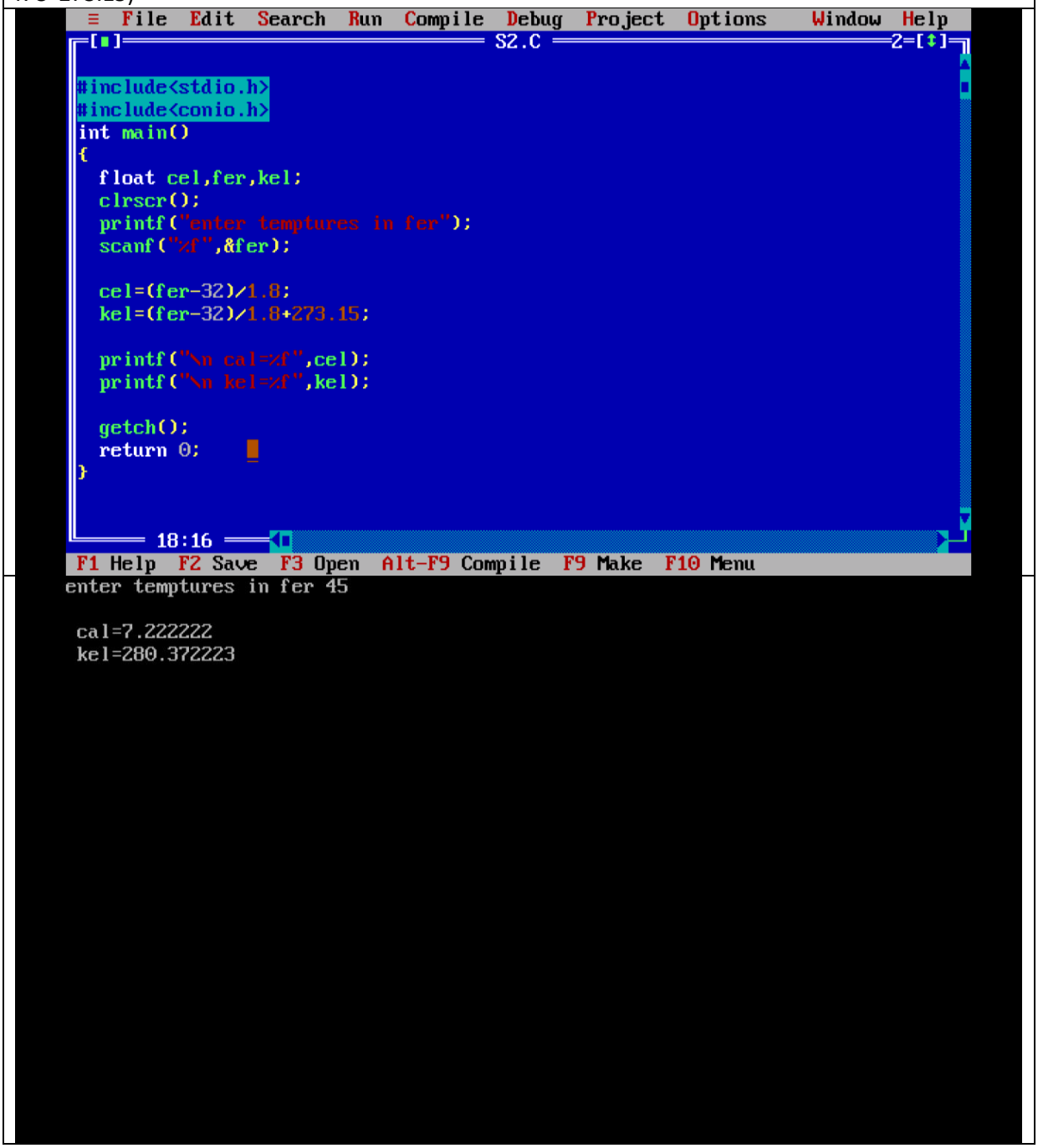
Assiengement 2 c programing (LAB BOOK)

1 . Accept dimensions of a cylinder and print the surface area and volume.

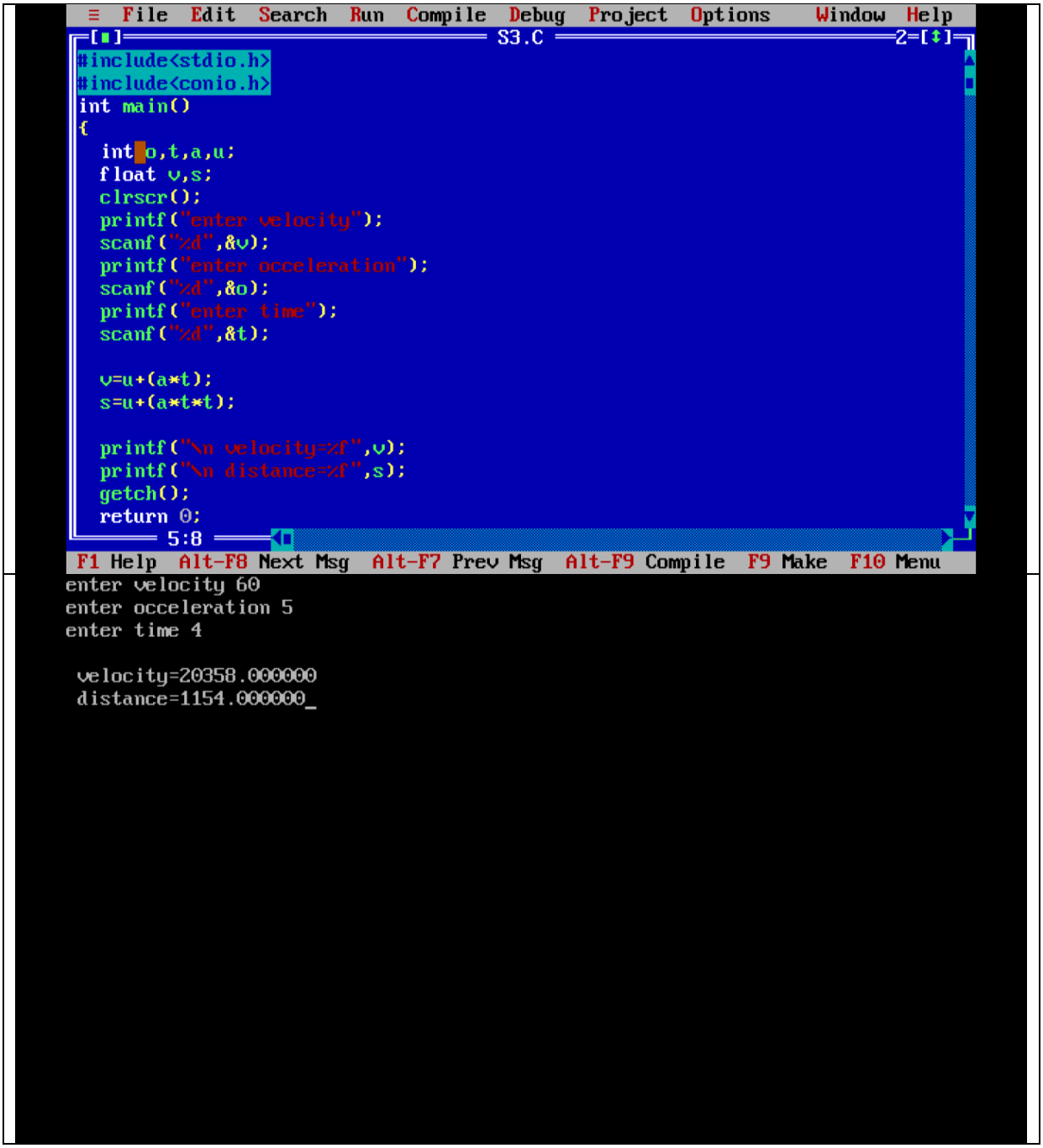


2. Accept temperatures in Fahrenheit (F) and print it in Celsius(C) and Kelvin (K) (Hint: C-5.0/9(F-32),

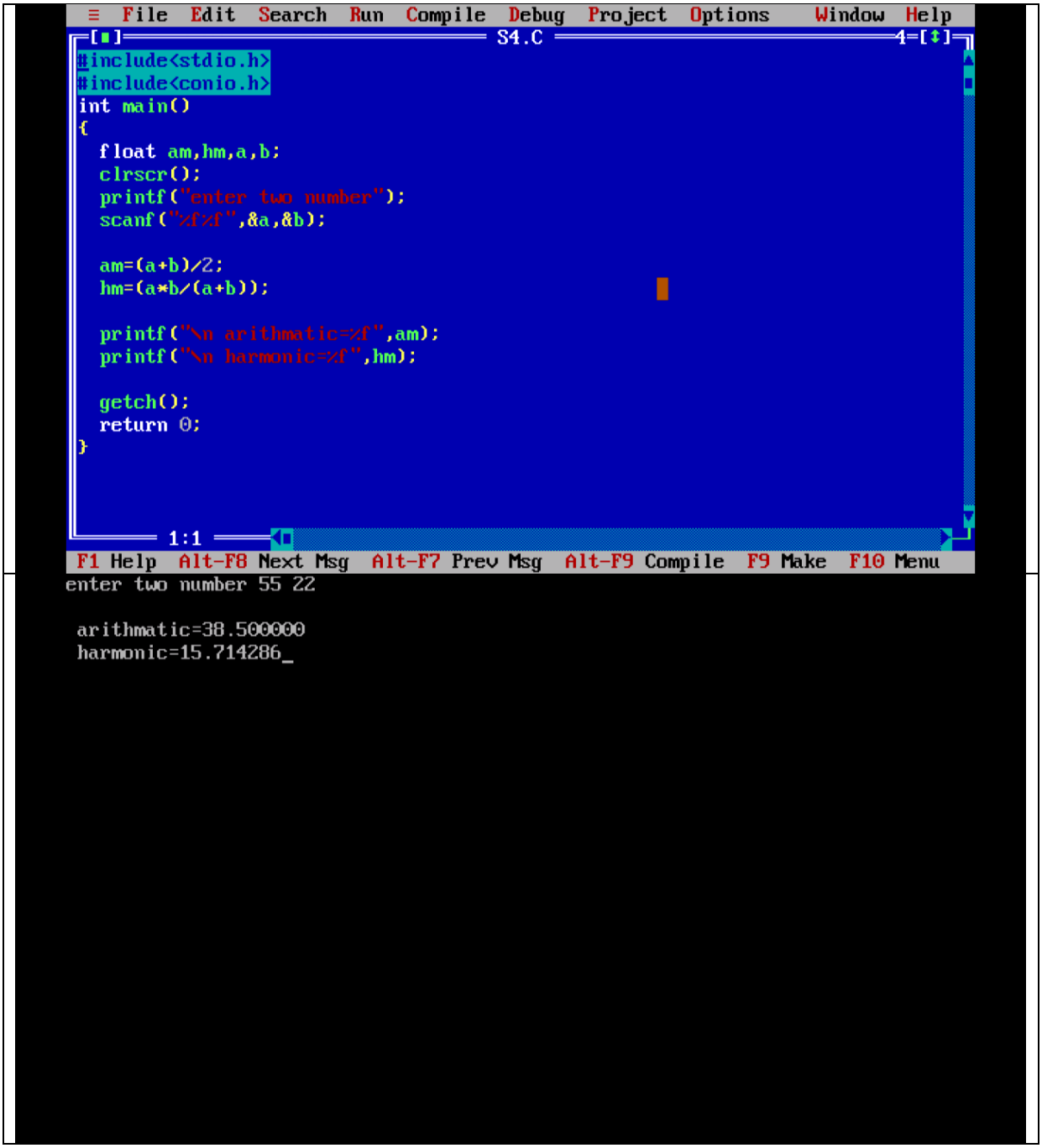
K C+273.15)



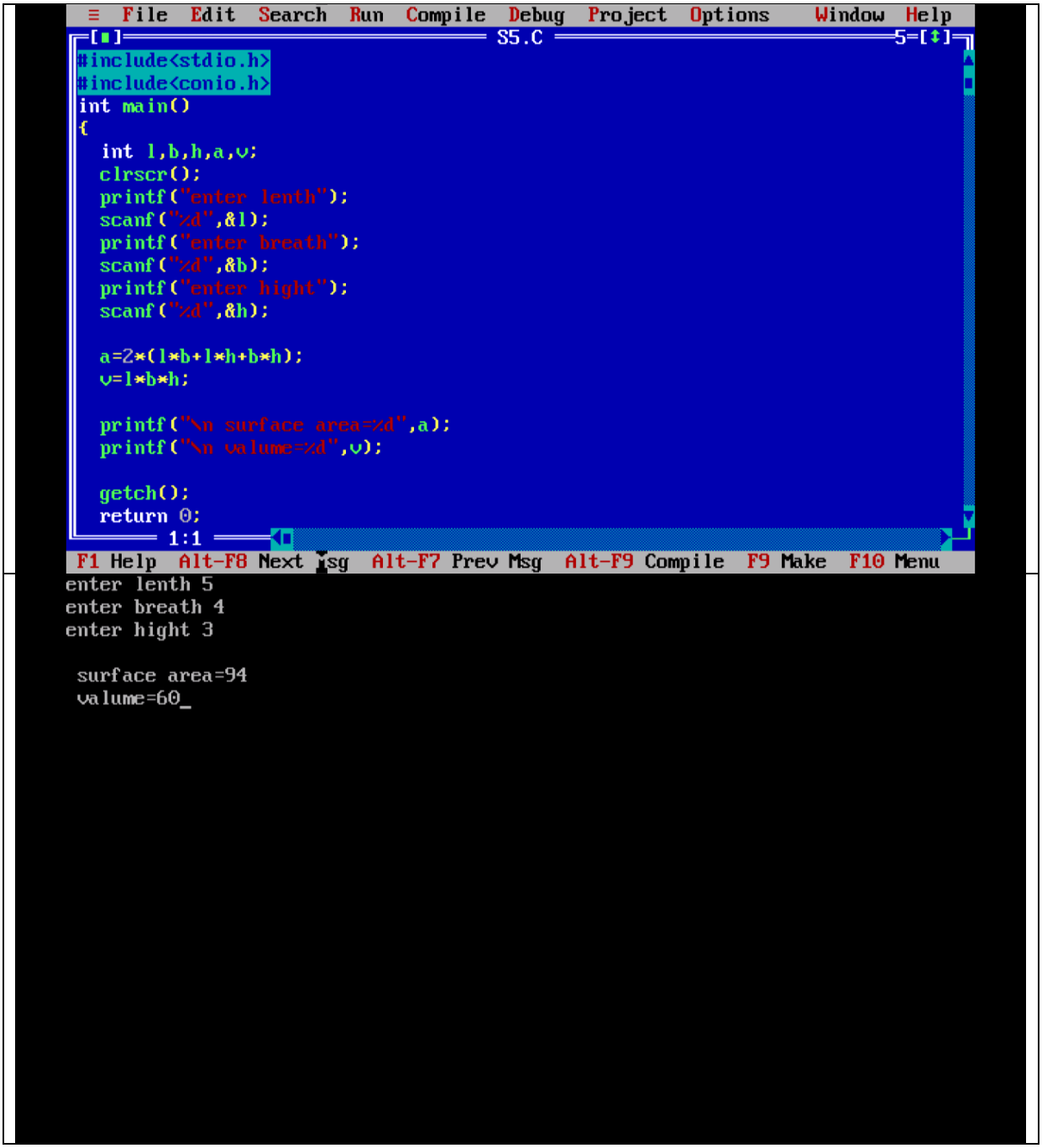
3. Accept initial velocity (u), acceleration (a) and time (t). Print the final velocity (v) and the distance travelled (s) (Hint: v=u+at, su+at²)



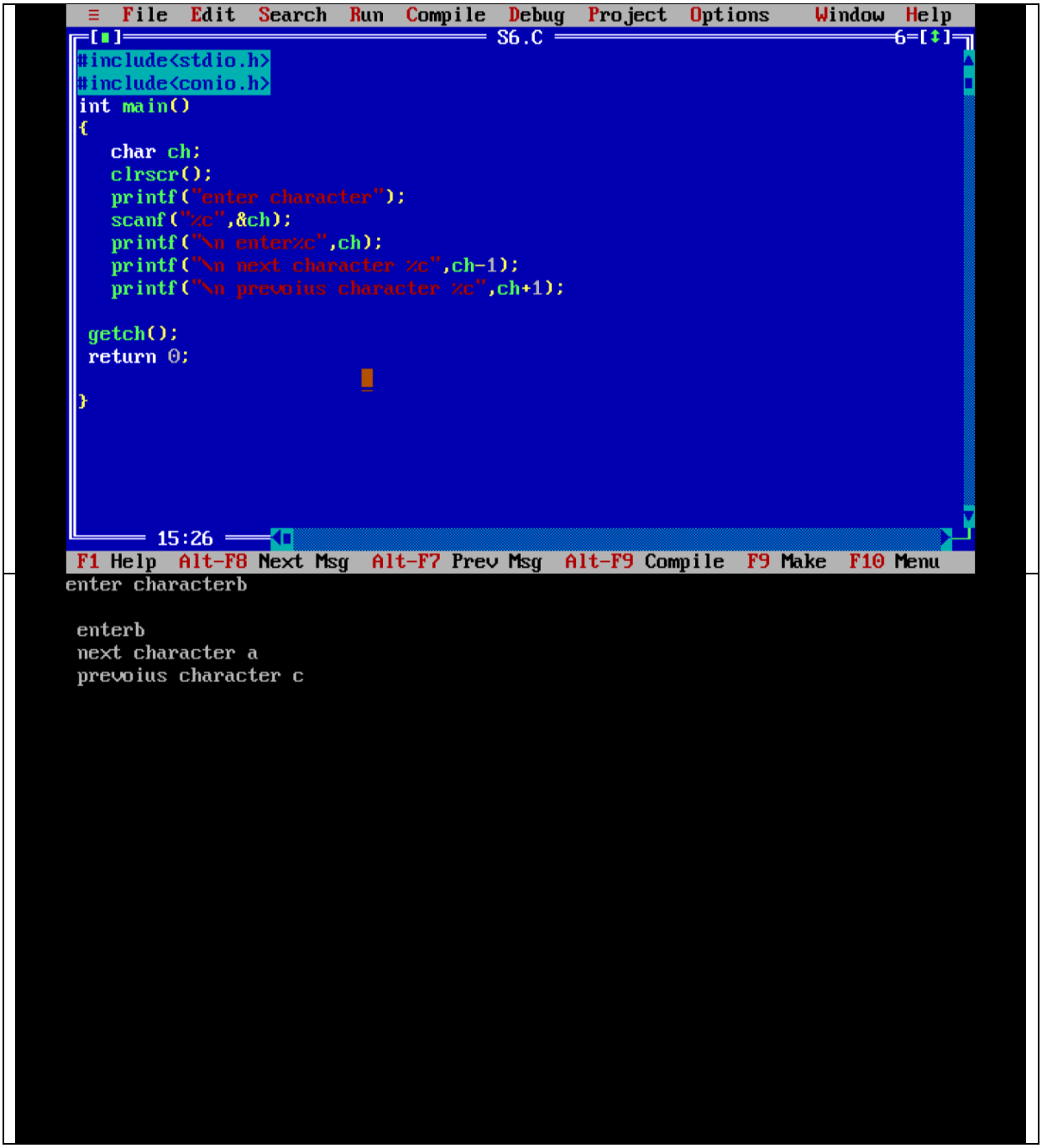
4. Accept two numbers and print arithmetic and harmonic mean of the two numbers
(Hint: AM= (a+b)/2



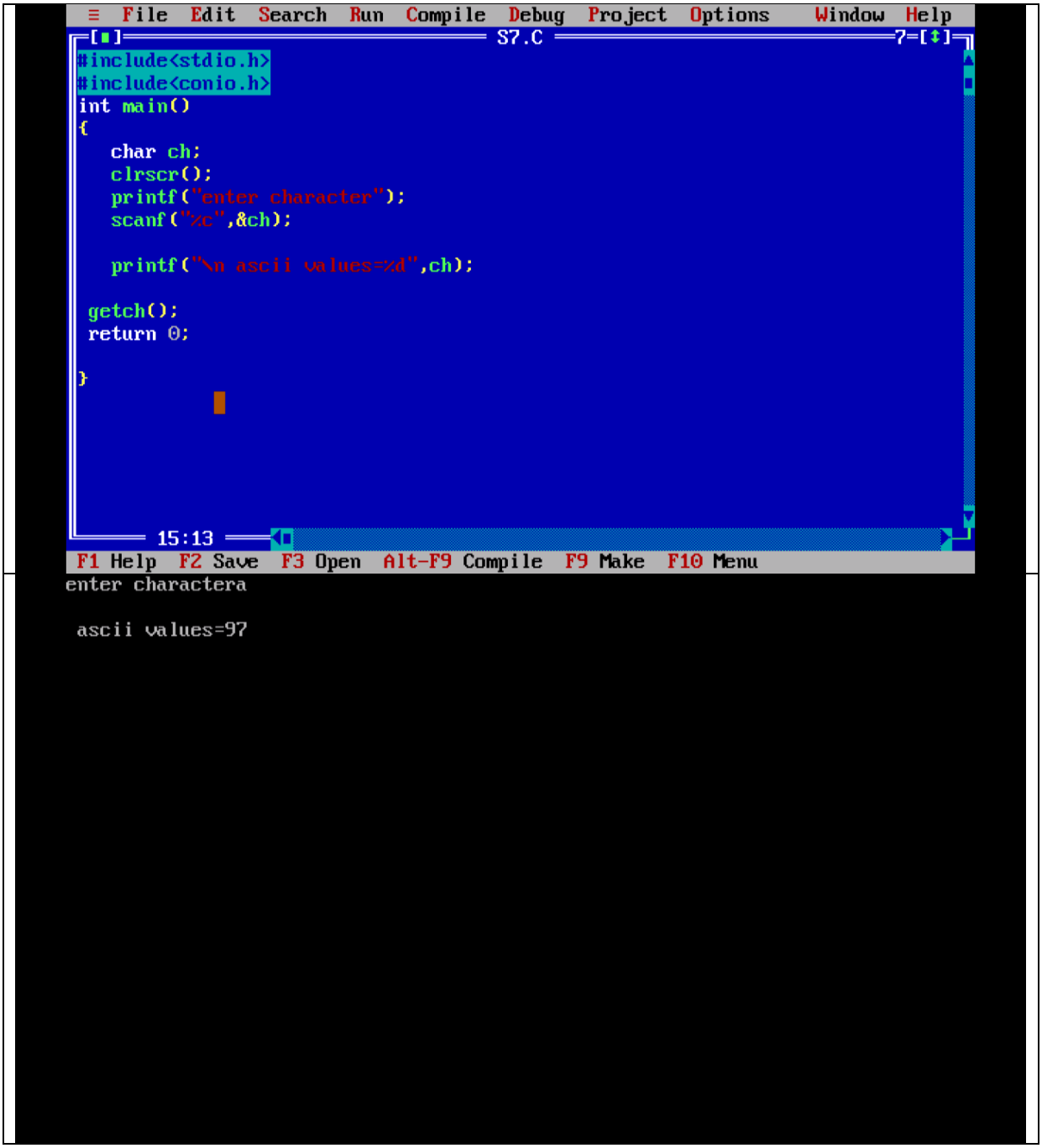
5. Accept three dimensions length (1), breadth(b) and height(h) of a cuboid and print surface volume (Hint: surface area-2(lb+lh+bh), volume = lbh) area and



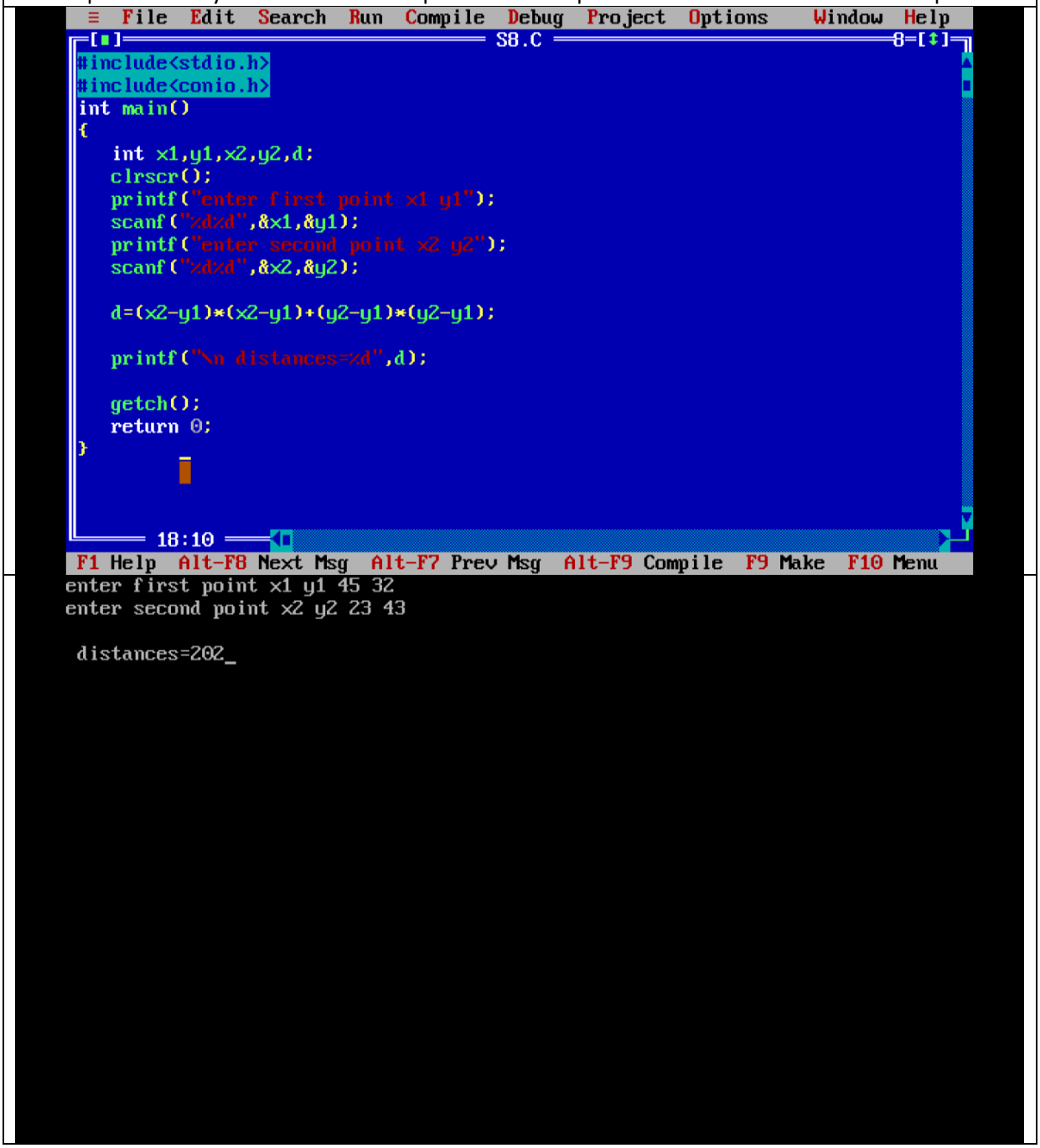
6. Accept a character from the keyboard and display its previous and next character in order. Ex. If character entered is 'd', display "The previous character is c", "The next character is e".



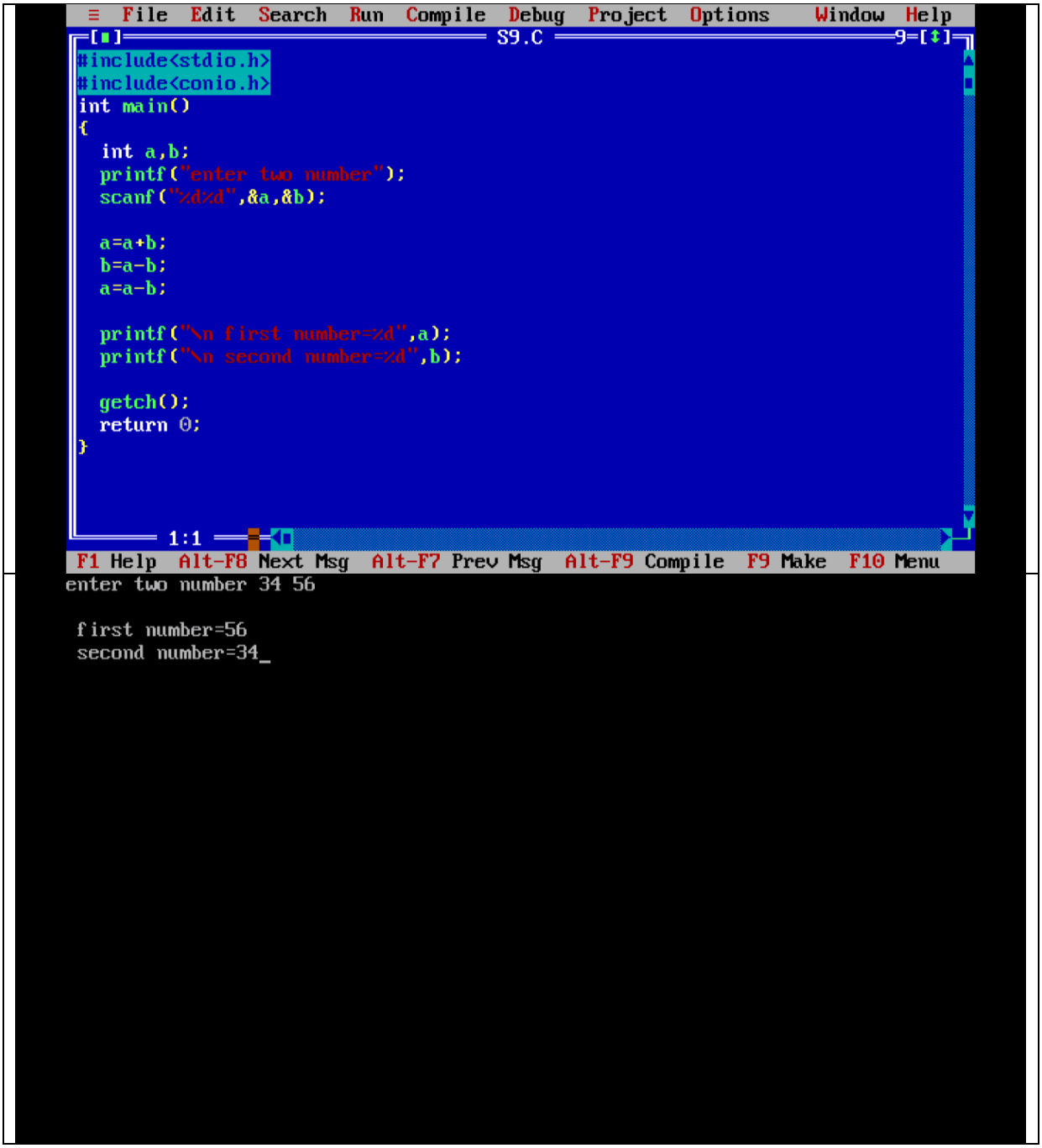
7. Accept a character from the user and display its ASCII value.


File Edit Search Run Compile Debug Project Options Window Help
S7.C
#include<stdio.h>
#include<conio.h>
int main()
{
char ch;
clrscr();
printf("enter character");
scanf("%c",&ch);
printf("\n ascii values=%d",ch);
getch();
return 0;
}
15:13
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
enter charactera
ascii values=97

8. Accept the x and y coordinates of two points and compute the distance between the two points.



9. Accept two integers from the user and interchange them. Display the interchanged numbers.


File Edit Search Run Compile Debug Project Options Window Help
S9.C
#include<stdio.h>
#include<conio.h>
int main()
{
int a,b;
printf("enter two number");
scanf("%d%d",&a,&b);
a=a+b;
b=a-b;
a=a-b;
printf("\n first number=%d",a);
printf("\n second number=%d",b);
getch();
return 0;
}
1:1
F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu
enter two number 34 56
first number=56
second number=34

10. A cashier has currency notes of denomination 1. 5 and 10. Accept the amount to be withdrawn from the user and print the total number of currency notes of each denomination the cashier will have to give..