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| Assiengement 2 c programing ( LAB BOOK ) |
| 1 . Accept dimensions of a cylinder and print the surface area and volume. |
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| 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) |
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| 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) |
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| 4. Accept two numbers and print arithmetic and harmonic mean of the two numbers (Hint: AM= (a+b)/2 |
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| 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 |
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| 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". |
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| 7. Accept a character from the user and display its ASCII value. |
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| 8. Accept the x and y coordinates of two points and compute the distance between the two points. |
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| 9. Accept two integers from the user and interchange them. Display the interchanged numbers. |
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| 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 Accept the amount to be withdrawn from the user and print the total number of currency notes of each denomination the cashier will have to give.. |
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