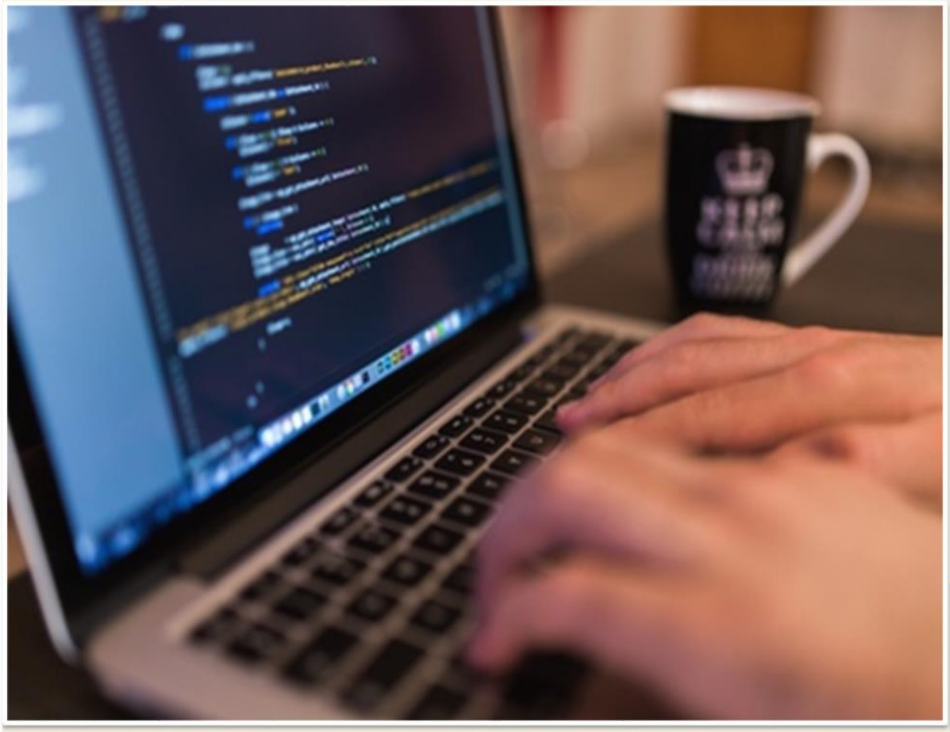

C

SHUBHAM SAGAR
B.Tech
CSE

C Language Programming

SHUBHAM SAGAR

B.Tech
1st Year
2nd Semester
Computer Science & Engineering
College: NETAJI SUBHASH ENGINNERING COLLEGE

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PROJECT NUMBER : ***01***

TITLE OF THE PROJECT :

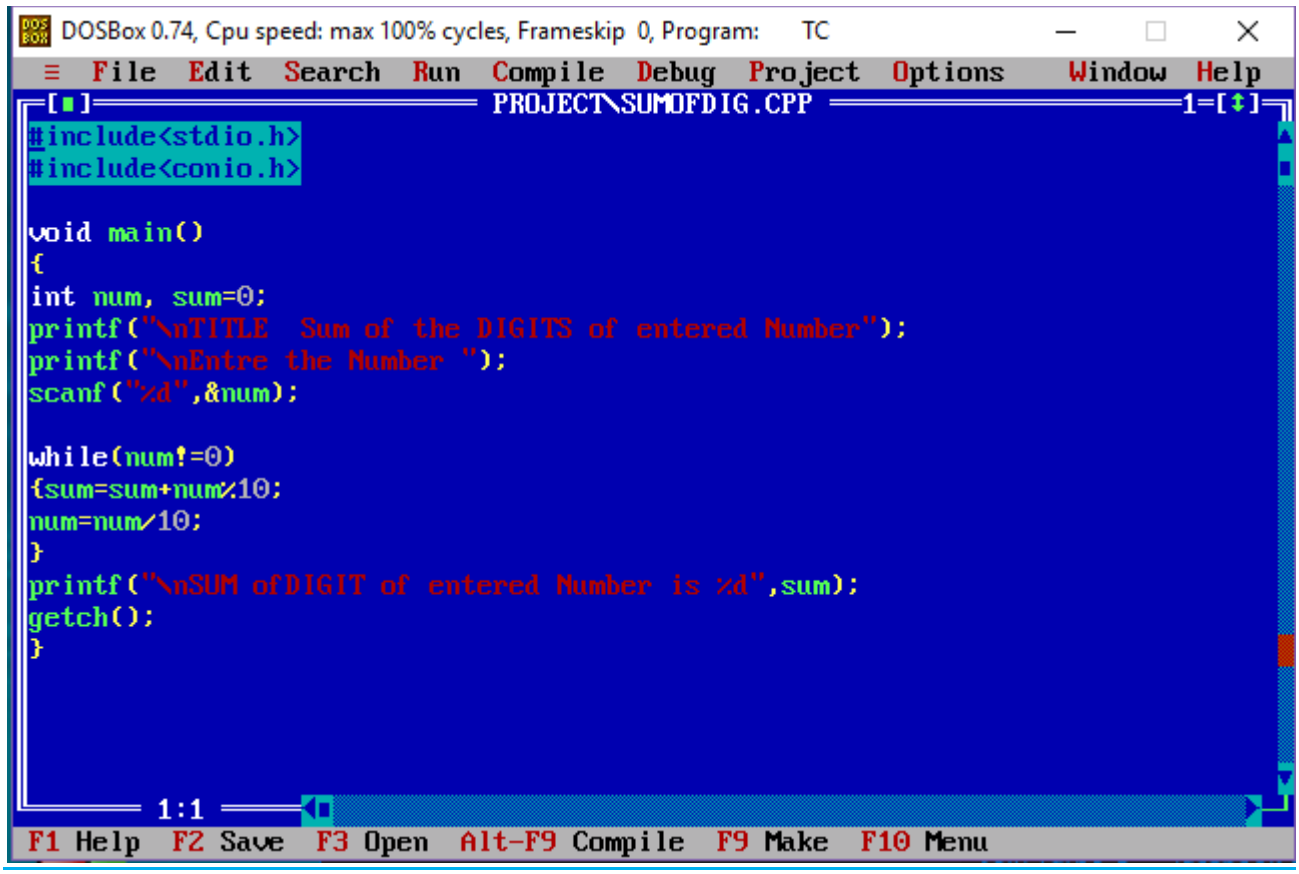
Sum of the Digit Of the number

Code-

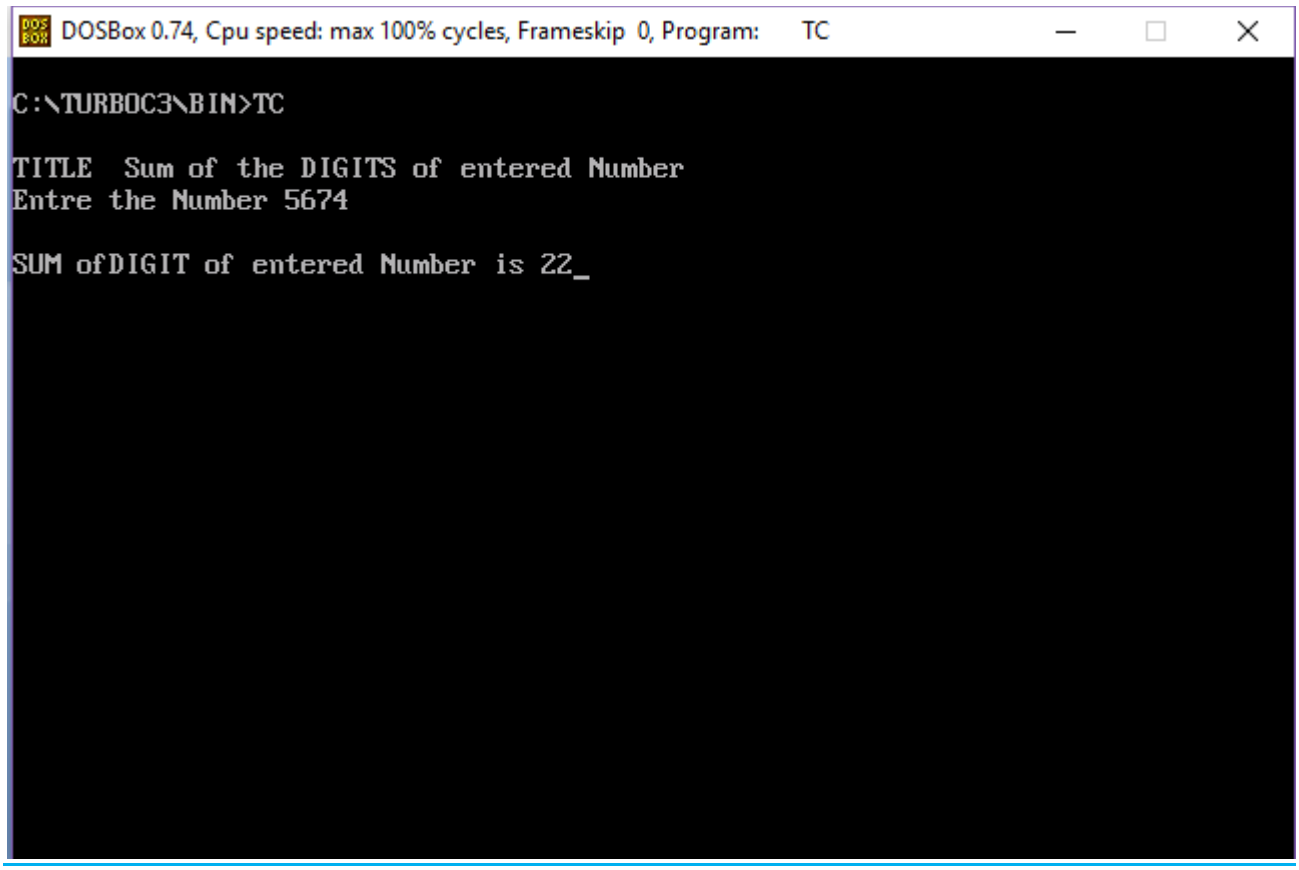
```
#include<stdio.h>
#include<conio.h>
void main()
{
int num, sum=0;
printf("\nTITLE  Sum of the DIGITS of entered Number");
printf("\nEnter the Number ");
scanf("%d",&num);

while(num!=0)
{sum=sum+num%10;
num=num/10;
}
printf("\nSUM ofDIGIT of entered Number is %d",sum);
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
C:\TURBOC3\BIN>TC
TITLE Sum of the DIGITS of entered Number
Entre the Number 5674
SUM ofDIGIT of entered Number is 22_

PROJECT NUMBER : 02

TITLE OF THE PROJECT :

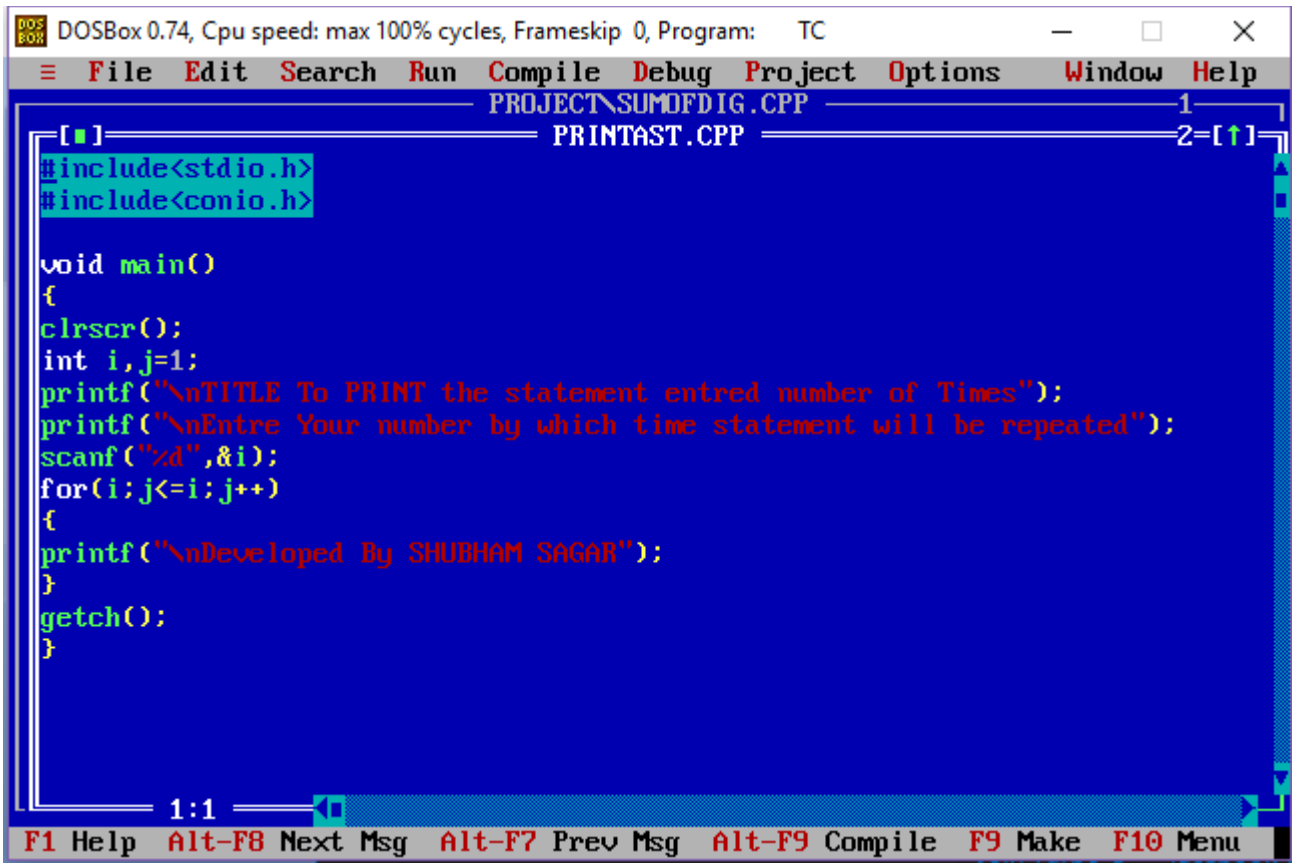
Print The Statement Entred Number of Time

Code-

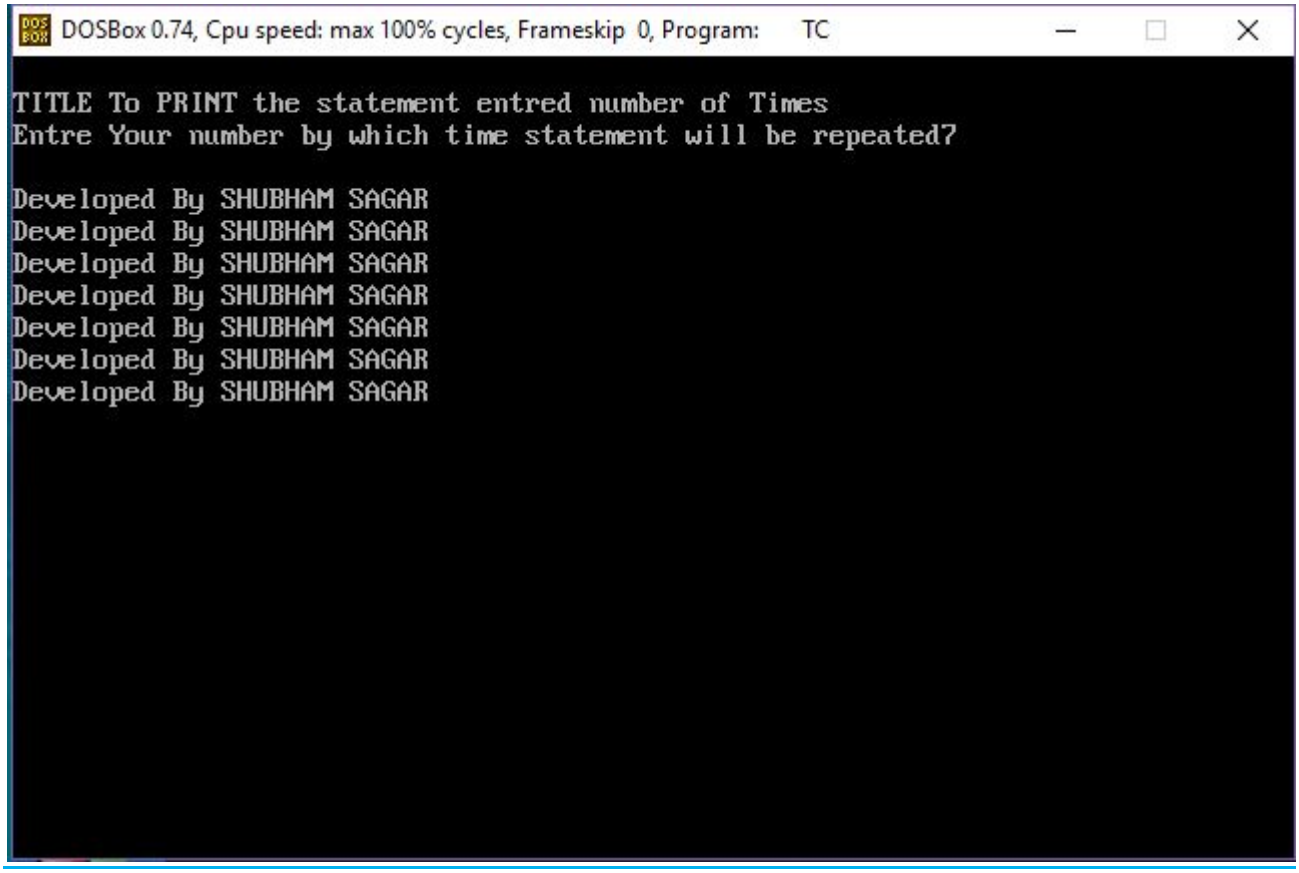
```
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
int i,j=1;
printf("\nTITLE To PRINT the statement entred number of Times");
printf("\nEntre Your number by which time statement will be repeated");
scanf("%d",&i);
for(i;j<=i;j++)
{
printf("\nDeveloped By SHUBHAM SAGAR");
}
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE To PRINT the statement entred number of Times
Entre Your number by which time statement will be repeated7
Developed By SHUBHAM SAGAR
Developed By SHUBHAM SAGAR
Developed By SHUBHAM SAGAR
Developed By SHUBHAM SAGAR
Developed By SHUBHAM SAGAR
Developed By SHUBHAM SAGAR
Developed By SHUBHAM SAGAR

PROJECT NUMBER : 03

TITLE OF THE PROJECT :

Area and Circumference Of a Circle

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
float radius,area,circumference;
printf("\nTITLE:Area and Circumference of a circle");
printf("\nEnter the value of radius (R) ");
scanf("%f",&radius);
    area=(3.14*(radius)*(radius));
    circumference=(6.28*(radius));
    printf("\nA*rea of the circle is is %f",area);
printf("\nCircumference of the circle is
%f",circumference);
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

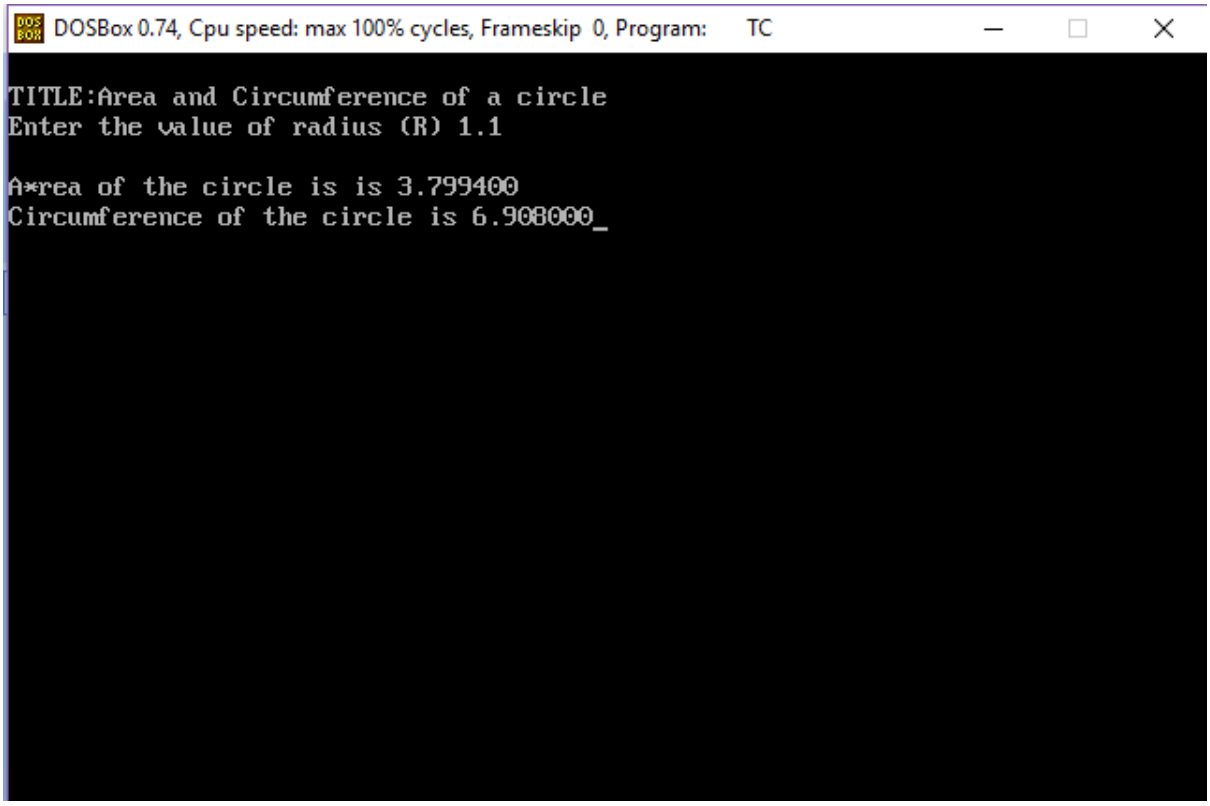
11.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>

void main()
{
clrscr();
float radius,area,circumference;
printf("\nTITLE:Area and Circumference of a circle");
printf("\nEnter the value of radius (R) ");
scanf("%f",&radius);
      area=(3.14*(radius)*(radius));
      circumference=(6.28*(radius));
      printf("\nArea of the circle is is %f",area);
printf("\nCircumference of the circle is %f",circumference);
getch();

}
```

11:10

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE:Area and Circumference of a circle
Enter the value of radius (R) 1.1
A*rea of the circle is is 3.799400
Circumference of the circle is 6.908000_

PROJECT NUMBER : 04

TITLE OF THE PROJECT :

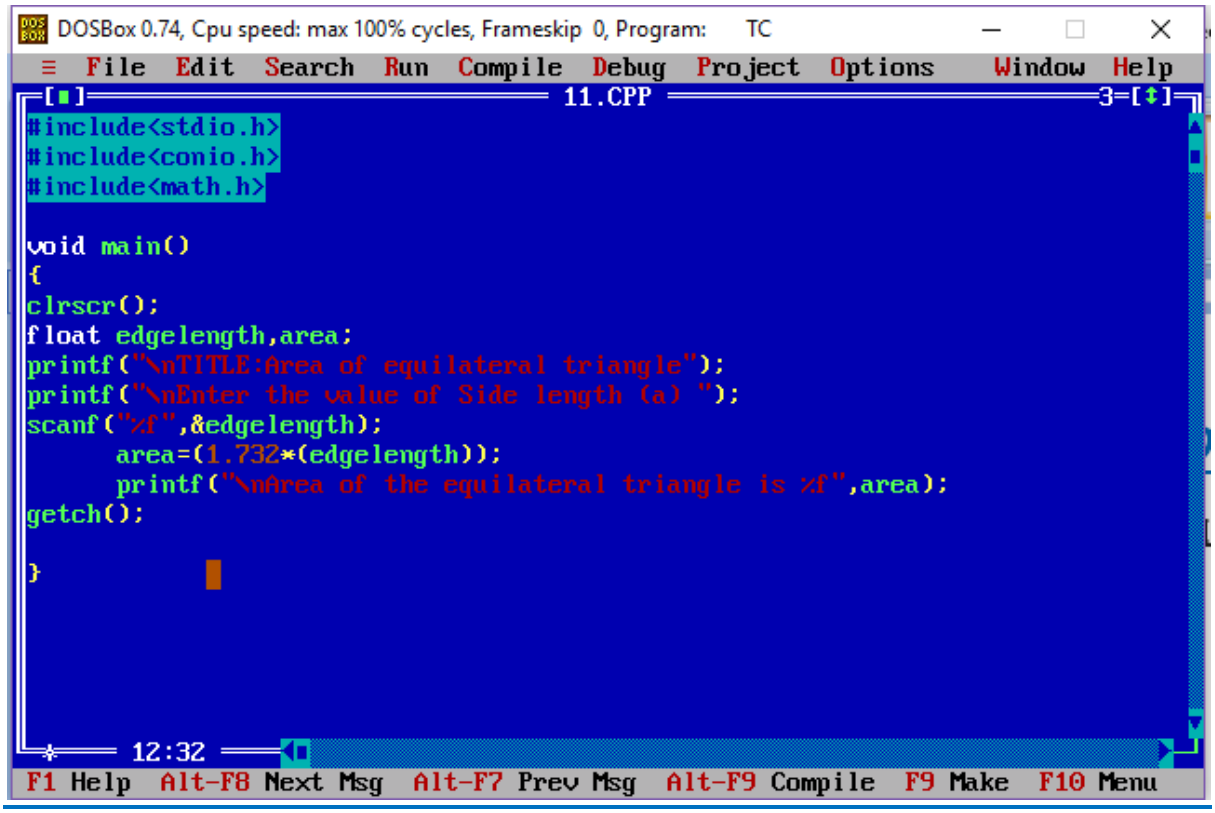
Area of a equilateral triangle

Code-

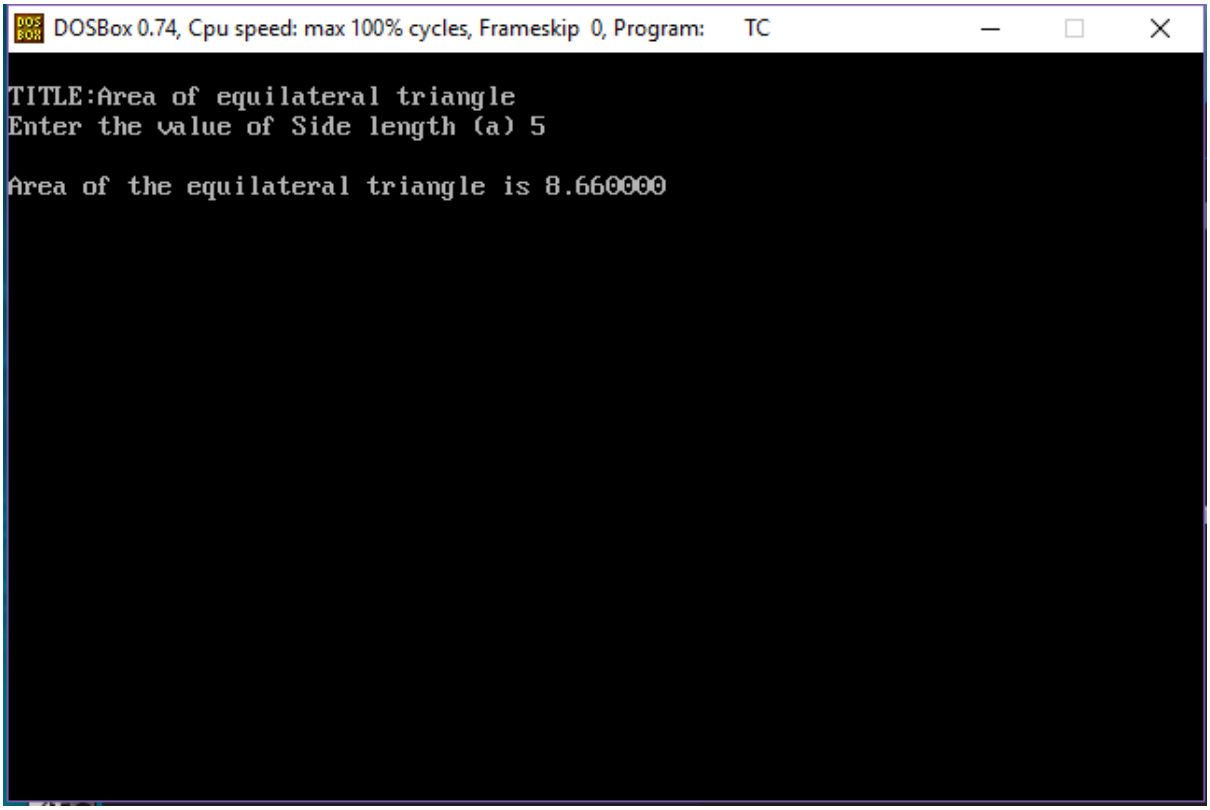
```
#include<stdio.h>
#include<conio.h>
#include<math.h>

void main()
{
clrscr();
float edgelength,area;
printf("\nTITLE:Area of equilateral triangle");
printf("\nEnter the value of Side length (a) ");
scanf("%f",&edgelength);
    area=(1.732*(edgelength));
    printf("\nArea of the equilateral triangle is %f",area);
getch();

}
```

SCREENSHOT-

✓ CODE-



✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE:Area of equilateral triangle
Enter the value of Side length (a) 5
Area of the equilateral triangle is 8.660000

PROJECT NUMBER : ***05***

TITLE OF THE PROJECT :

Q.Equation

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>

void main()
{
clrscr();
float a,b,c,d,x1,x2;
printf("\nTITLE:Q.Equation");
printf("\nEnter the value of a=");
scanf("%f",&a);
printf("\nEnter the value of b=");
scanf("%f",&b);
printf("\nEnter the value of c=");
scanf("%f",&c);
d=((b*b)-(4*a*c));
x1=(-b+sqrt(d))/(2*a);
```

```
x2=(-b-sqrt(d))/(2*a);
if(a==0 && b==0)
printf("\nNo SOLUTION");
else
 if(a==0)
{
printf("\nThere is only ONE ROOT EXIST and which is");
printf("%f",x1);
}
else if(d<0)
printf("\nNO ROOT EXIST");
else
{
printf("\n Two Roots EXIST which are:");
printf("%f%f",x1,x2);
}
getch();

}
```

SCREENSHOT-

✓ **CODE-**

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

12.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>

void main()
{
clrscr();
float a,b,c,d,x1,x2;
printf("\nTITLE:Q.Equation");
printf("\nEnter the value of a=");
scanf("%f",&a);
printf("\nEnter the value of b=");
scanf("%f",&b);
printf("\nEnter the value of c=");
scanf("%f",&c);
d=((b*b)-(4*a*c));
x1=(-b+sqrt(d))/(2*a);
x2=(-b-sqrt(d))/(2*a);
if(a==0 && b==0)
printf("\nNo SOLUTION");
else
```

33:2

F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

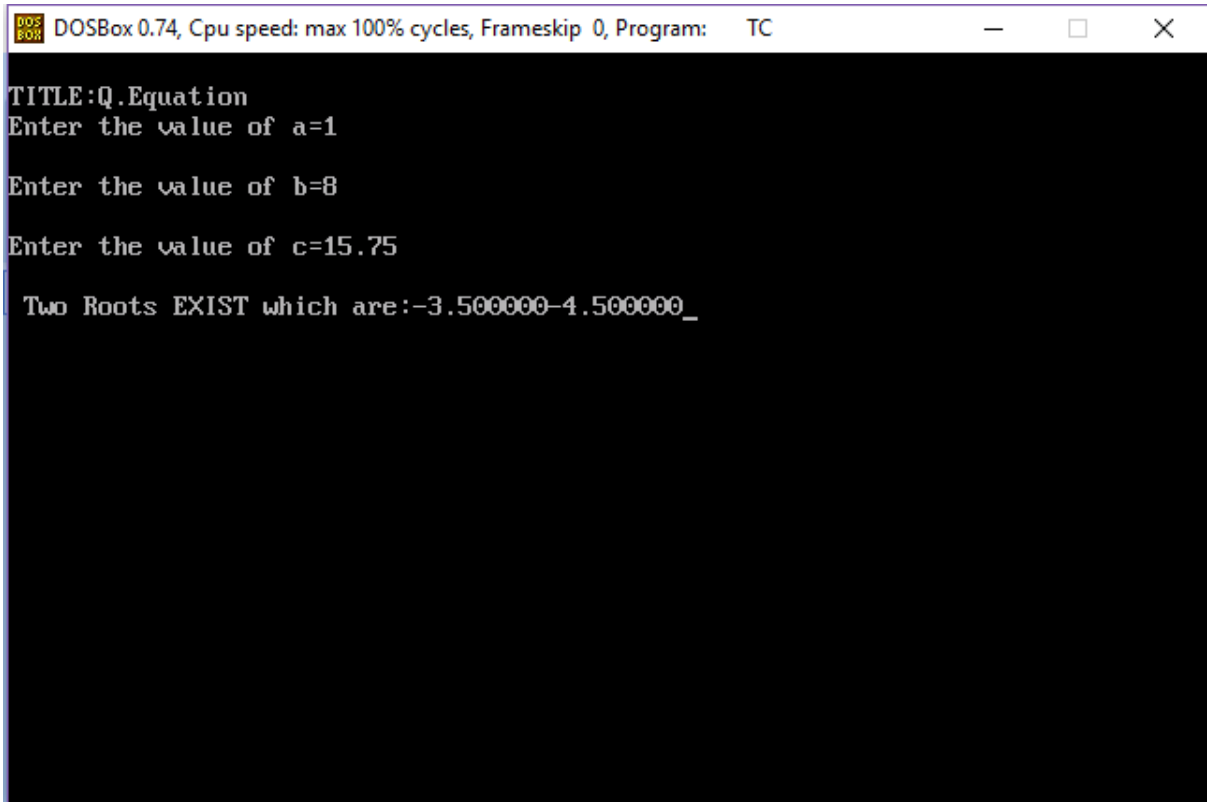
12.CPP

```
d=((b*b)-(4*a*c));
x1=(-b+sqrt(d))/(2*a);
x2=(-b-sqrt(d))/(2*a);
if(a==0 && b==0)
printf("\nNo SOLUTION");
else
 if(a==0)
{
printf("\nThere is only ONE ROOT EXIST and which is");
printf("%f",x1);
}
else if(d<0)
printf("\nNO ROOT EXIST");
else
{
printf("\n Two Roots EXIST which are:");
printf("%f%f",x1,x2);
}
getch();

}
```

36:16

F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu

✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE:Q.Equation
Enter the value of a=1
Enter the value of b=8
Enter the value of c=15.75
Two Roots EXIST which are:-3.500000-4.500000_

PROJECT NUMBER : 06

TITLE OF THE PROJECT :

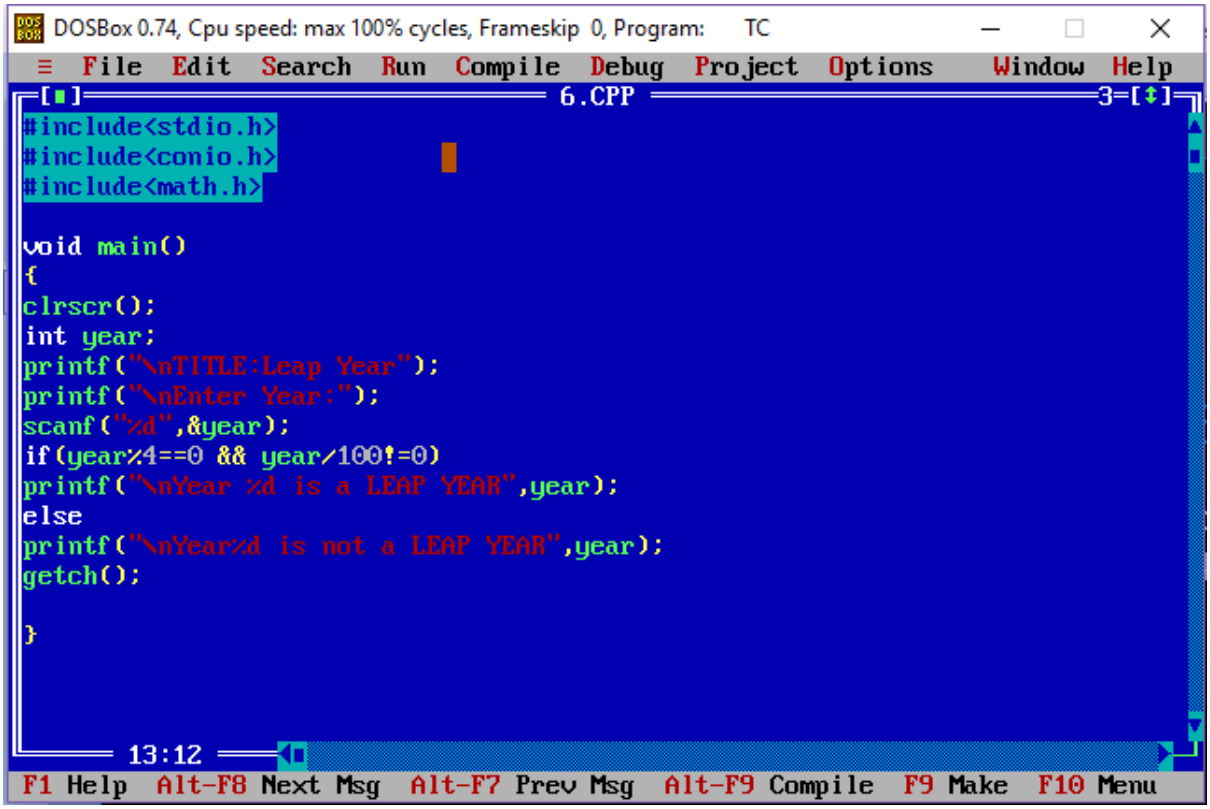
LEAP YEAR

Code-

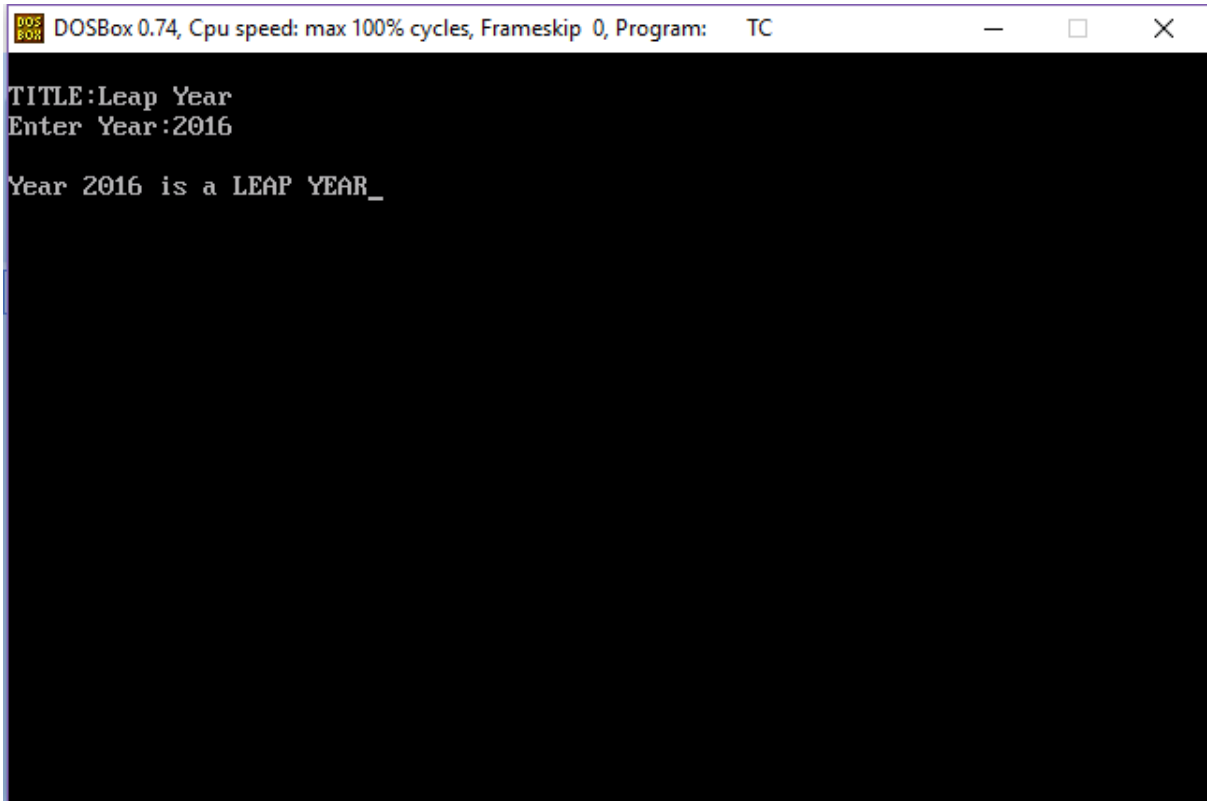
```
#include<stdio.h>
#include<conio.h>
#include<math.h>

void main()
{
clrscr();
int year;
printf("\nTITLE:Leap Year");
printf("\nEnter Year:");
scanf("%d",&year);
if(year%4==0 && year/100!=0)
printf("\nYear %d is a LEAP YEAR",year);
else
printf("\nYear%d is not a LEAP YEAR",year);
getch();

}
```

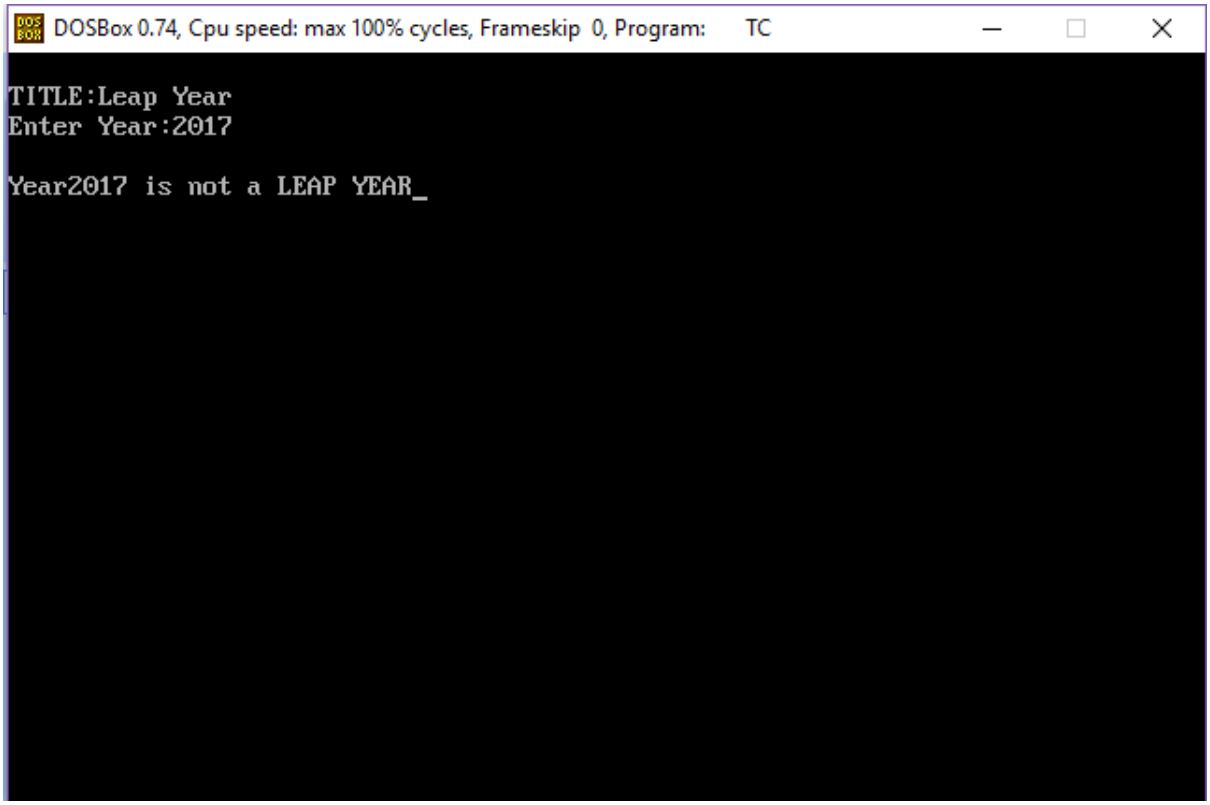
SCREENSHOT-

✓ **CODE-**



✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE:Leap Year
Enter Year:2016
Year 2016 is a LEAP YEAR_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE:Leap Year
Enter Year:2017
Year2017 is not a LEAP YEAR_

PROJECT NUMBER : 07

TITLE OF THE PROJECT :

Calculator

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
int choice;
float
num1,num2,add,num4,num5,sub,num6,num7,mul,num8,num9,div;
clrscr();
printf("\nTITLE: Calculator");
printf("\n1.Addition");
printf("\n2.Subtration");
printf("\n3.Multiplication");
printf("\n4.Division");

printf("\nMake Your Selection:");
scanf("%d",&choice);
switch(choice)
{
```

```
case 1 :
printf("\nADDITION");
printf("\nEnter your first number:");
scanf("%f",&num1);
printf("\nEnter your second number:");
scanf("%f",&num2);
add=num1+num2;
printf("\nSum of above two number:%f",add);
break;
case 2:
printf("\nSUBTRACTION");
printf("\nEnter your first number:");
scanf("%f",&num4);
printf("\nEnter your second number:");
scanf("%f",&num5);
sub=num4-num5;
printf("\nSubtration of above two number is:%f",sub);
break;
case 3:
printf("\nMULTIPLICATION");
printf("\nEnter your first number:");
scanf("%f",&num6);
printf("\nEnter your second number:");
scanf("%f",&num7);
```

```
mul=num6*num7;
printf("\nMultiplication of above two number is:%f",mul);
break;
case 4:
printf("\nDIVISION");
printf("\nEnter your first number:");
scanf("%f",&num8);
printf("\nEnter your second number:");
scanf("%f",&num9);
div=(num8)/(num9);
printf("\nDivision of above two number:%f",div);
break;
default:
printf("\nINVALID CHOICE");
break;
}
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

7A.CPP

```
void main()
{
int choice;
float num1,num2,add,num4,num5,sub,num6,num7,mul,num8,num9,div;
clrscr();
printf("\nTITLE: Calculator");
printf("\n1.Addition");
printf("\n2.Subtration");
printf("\n3.Multiplication");
printf("\n4.Division");

printf("\nMake Your Selection:");
scanf("%d",&choice);
switch(choice)
{
case 1 :
printf("\nADDITION");
printf("\nEnter your first number:");
scanf("%f",&num1);
printf("\nEnter your second number:");
scanf("%f",&num2);
```

13:24

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

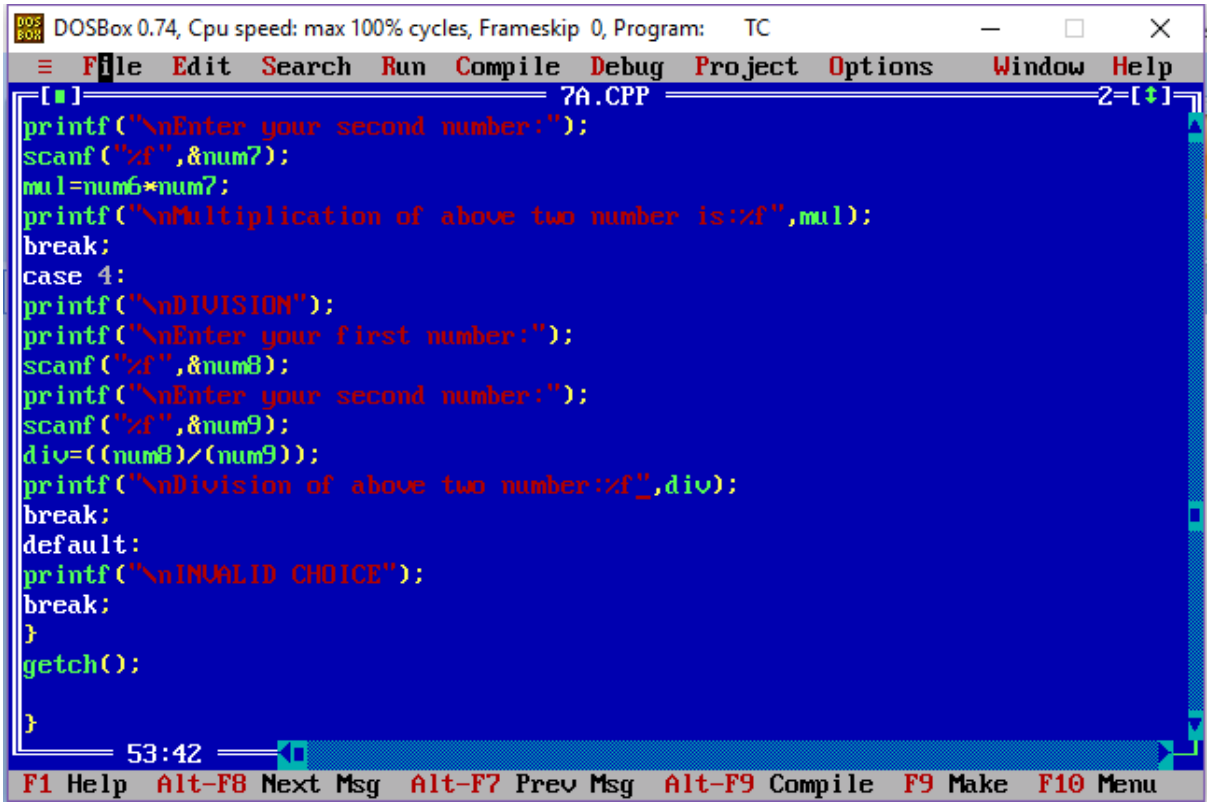
File Edit Search Run Compile Debug Project Options Window Help

7A.CPP

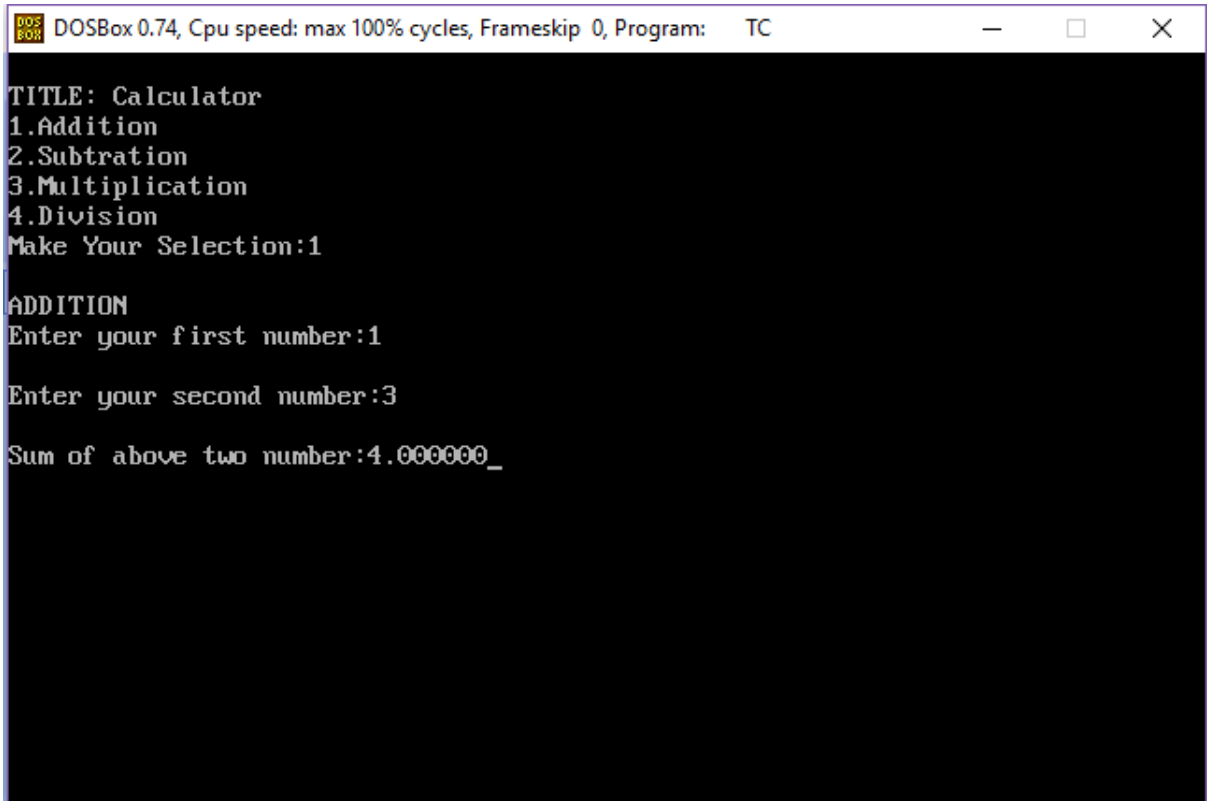
```
add=num1+num2;
printf("\nSum of above two number:%f",add);
break;
case 2:
printf("\nSUBTRACTION");
printf("\nEnter your first number:");
scanf("%f",&num4);
printf("\nEnter your second number:");
scanf("%f",&num5);
sub=num4-num5;
printf("\nSubtration of above two number is:%f",sub);
break;
case 3:
printf("\nMULTIPLICATION");
printf("\nEnter your first number:");
scanf("%f",&num6);
printf("\nEnter your second number:");
scanf("%f",&num7);
mul=num6*num7;
printf("\nMultiplication of above two number is:%f",mul);
break;
```

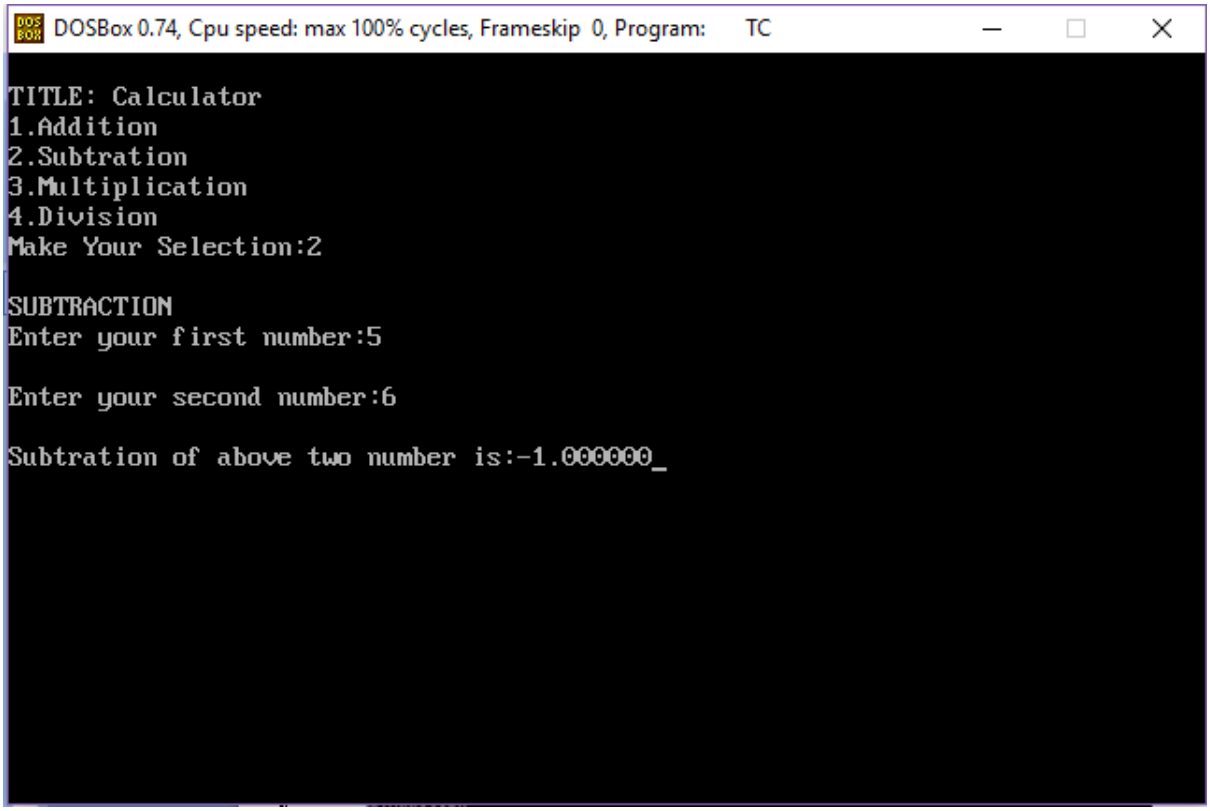
45:28

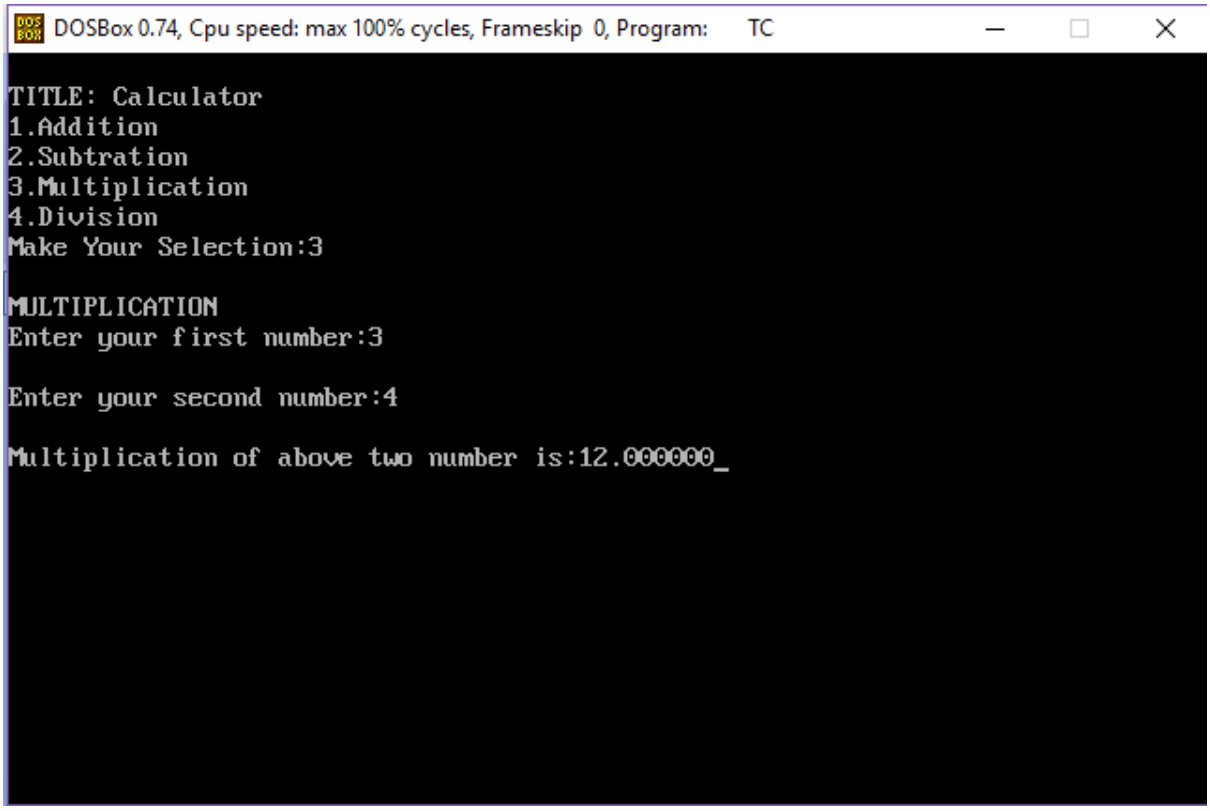
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

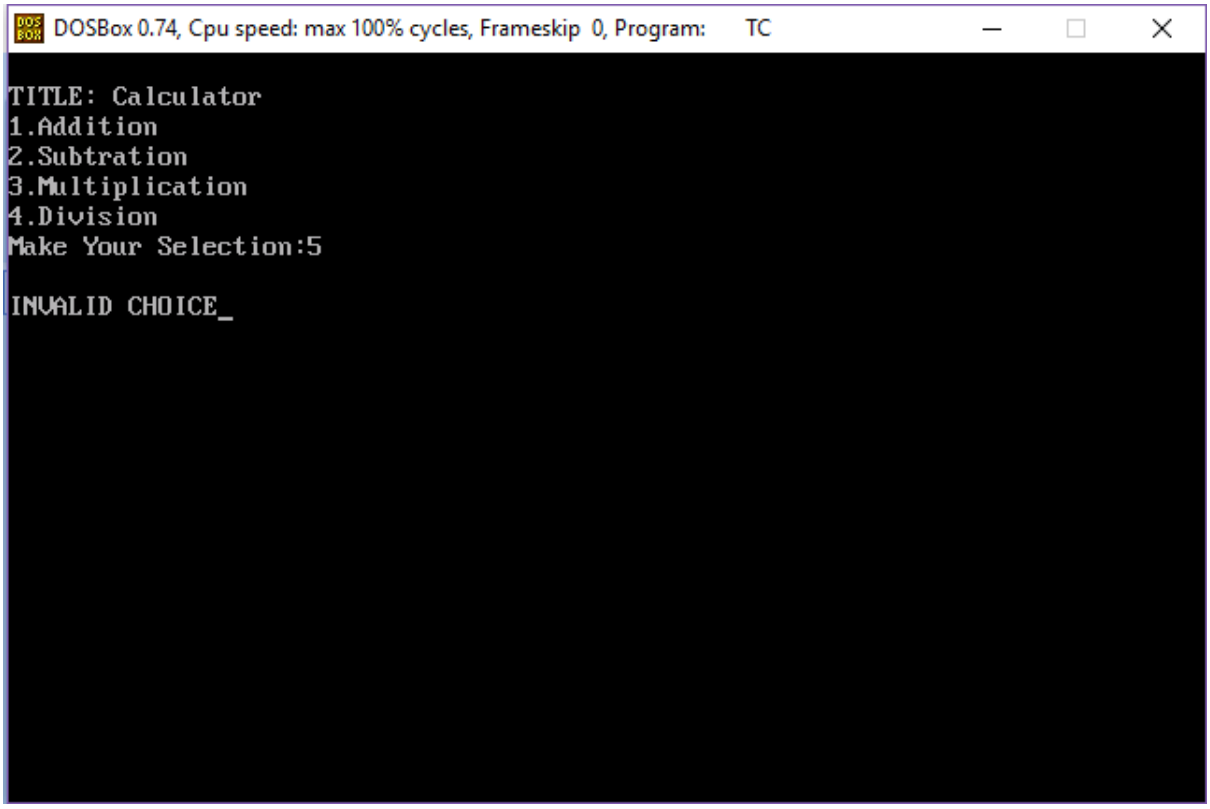

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
File Edit Search Run Compile Debug Project Options Window Help
7A.CPP
printf("\nEnter your second number:");
scanf("%f",&num7);
mul=num6*num7;
printf("\nMultiplication of above two number is:%f",mul);
break;
case 4:
printf("\nDIVISION");
printf("\nEnter your first number:");
scanf("%f",&num8);
printf("\nEnter your second number:");
scanf("%f",&num9);
div=((num8)/(num9));
printf("\nDivision of above two number:%f",div);
break;
default:
printf("\nINVALID CHOICE");
break;
}
getch();
}
53:42
F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu

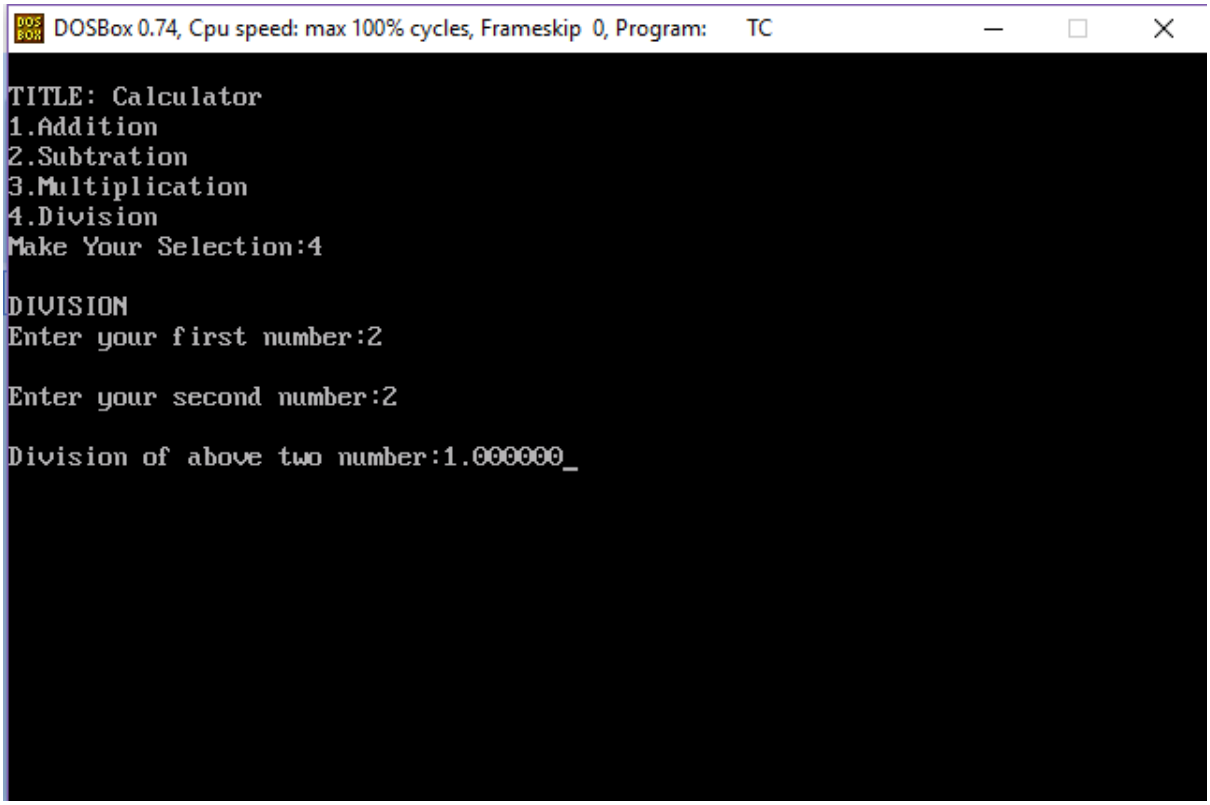
✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE: Calculator
1.Addition
2.Subtration
3.Multiplication
4.Division
Make Your Selection:1
ADDITION
Enter your first number:1
Enter your second number:3
Sum of above two number:4.000000_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE: Calculator
1.Addition
2.Subtration
3.Multiplication
4.Division
Make Your Selection:2
SUBTRACTION
Enter your first number:5
Enter your second number:6
Subtration of above two number is:-1.000000_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE: Calculator
1.Addition
2.Subtration
3.Multiplication
4.Division
Make Your Selection:3
MULTIPLICATION
Enter your first number:3
Enter your second number:4
Multiplication of above two number is:12.000000_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE: Calculator
1.Addition
2.Subtration
3.Multiplication
4.Division
Make Your Selection:5
INVALID CHOICE_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE: Calculator
1.Addition
2.Subtration
3.Multiplication
4.Division
Make Your Selection:4
DIVISION
Enter your first number:2
Enter your second number:2
Division of above two number:1.000000_

PROJECT NUMBER : 08

TITLE OF THE PROJECT :

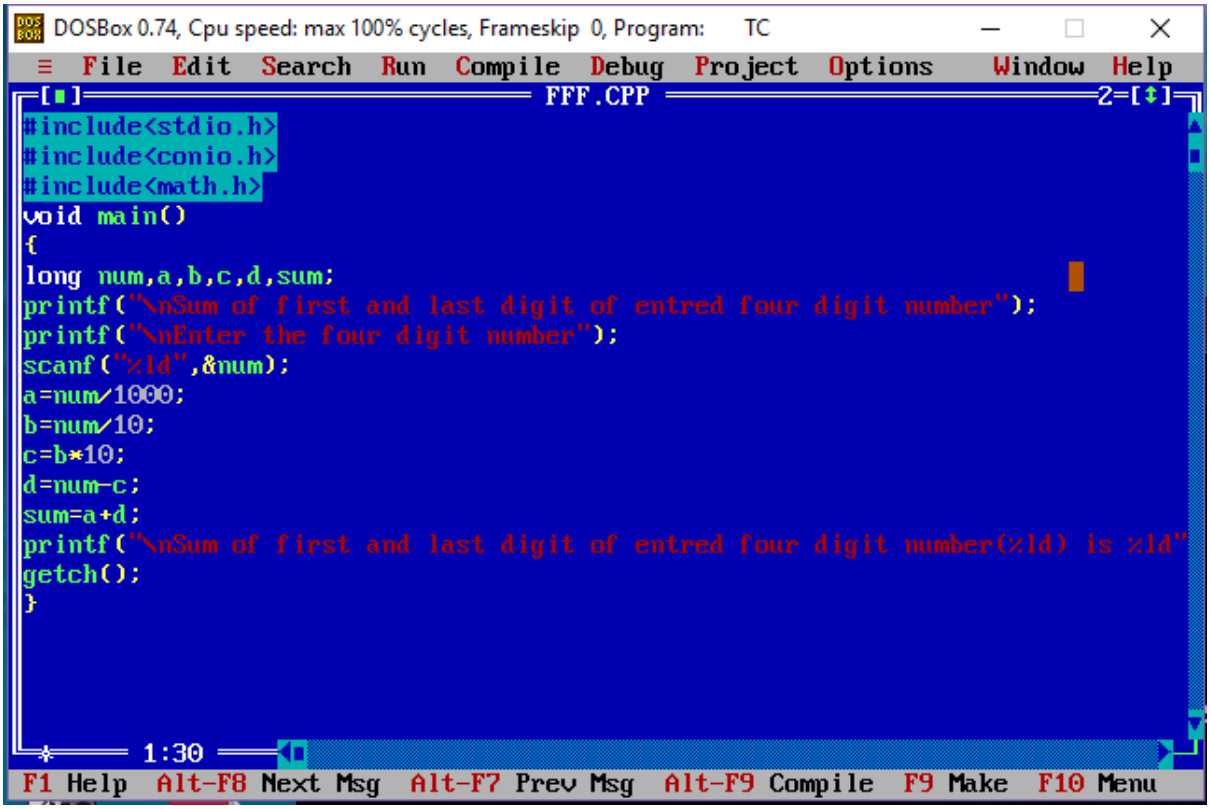
Sum of first and last digit of 4 Digit number

Code-

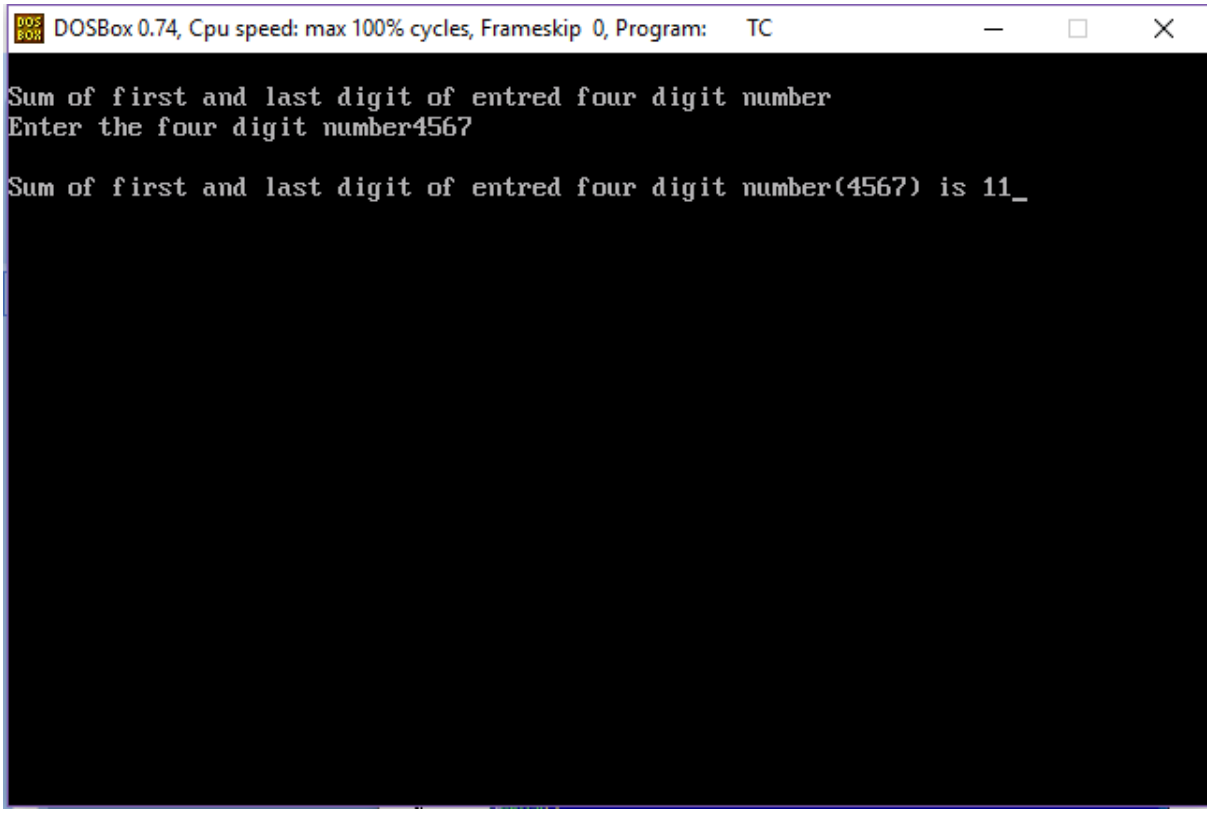
```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
long num,a,b,c,d,sum;
printf("\nSum of first and last digit of entred four digit number");
printf("\nEnter the four digit number");
scanf("%ld",&num);
a=num/1000;
b=num/10;
c=b*10;
d=num-c;
sum=a+d;
printf("\nSum of first and last digit of entred four digit number(%ld) is %ld",num,sum);
getch();
}
```

SCREENSHOT-

- ✓ **CODE-**



✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
Sum of first and last digit of entred four digit number
Enter the four digit number4567
Sum of first and last digit of entred four digit number(4567) is 11_

PROJECT NUMBER : 09

TITLE OF THE PROJECT :

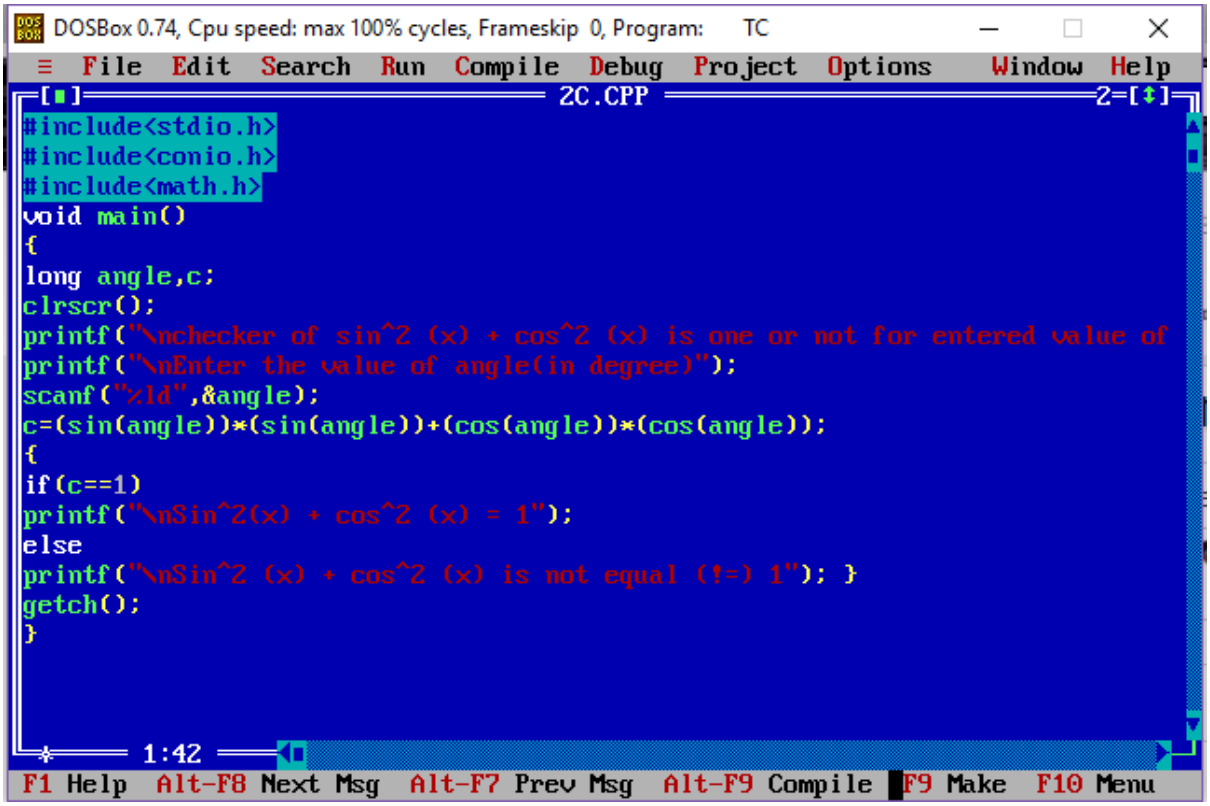
Sin^2(x)+cos^2(x) is{= or !=} to 1

Code-

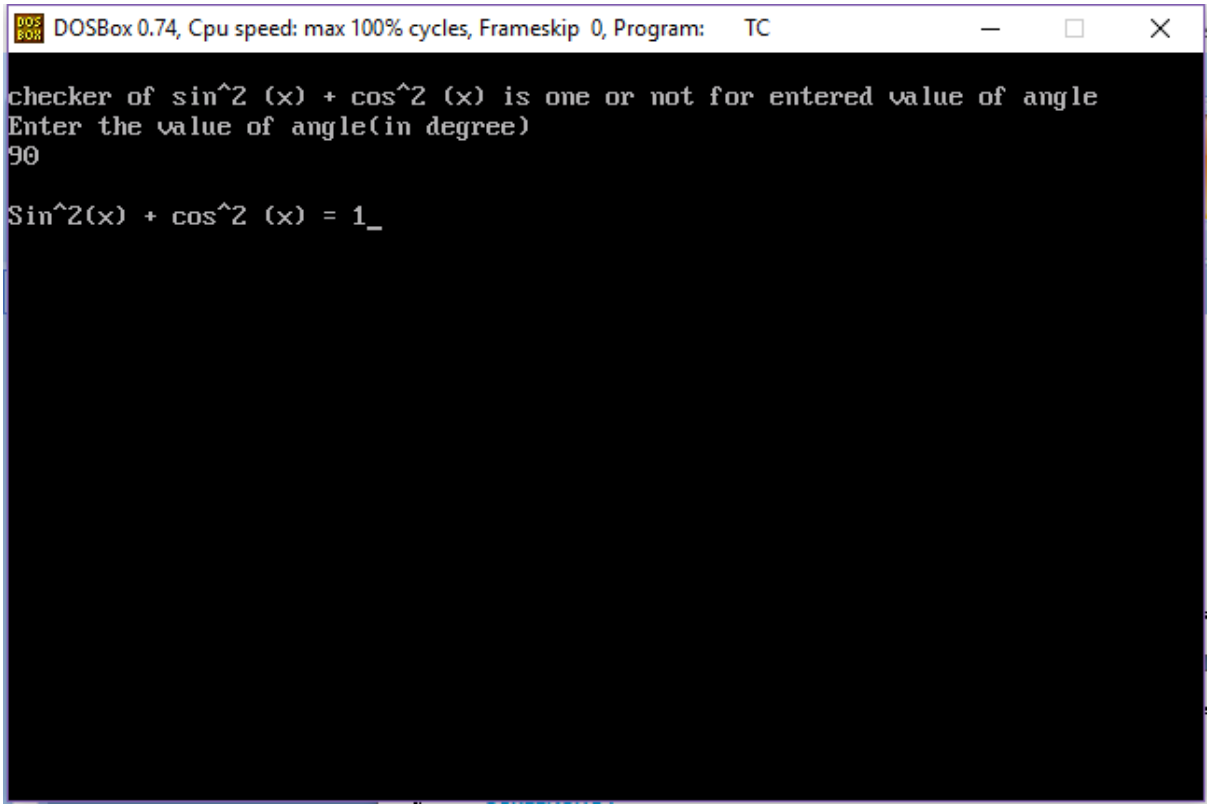
```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
long angle,c;
clrscr();
printf("\nchecker of sin^2 (x) + cos^2 (x) is one or not for entered value of angle");
printf("\nEnter the value of angle(in degree)");
scanf("%ld",&angle);
c=(sin(angle))*(sin(angle))+(cos(angle))*(cos(angle));
{
if(c==1)
printf("\nSin^2(x) + cos^2 (x) = 1");
else
printf("\nSin^2 (x) + cos^2 (x) is not equal (!=) 1"); }
getch();
}
```

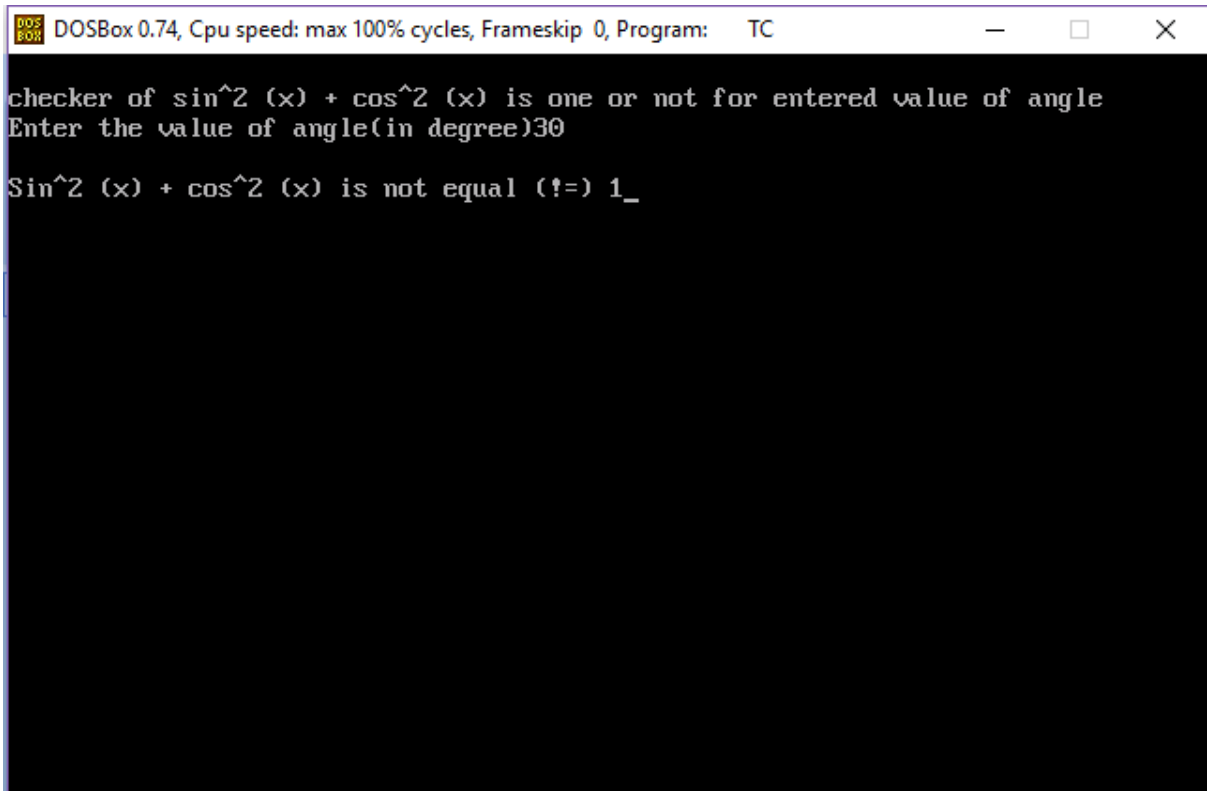
SCREENSHOT-

✓ **CODE-**



✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
checker of sin^2 (x) + cos^2 (x) is one or not for entered value of angle
Enter the value of angle(in degree)
90
Sin^2(x) + cos^2 (x) = 1_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
checker of sin^2 (x) + cos^2 (x) is one or not for entered value of angle
Enter the value of angle(in degree)30
Sin^2 (x) + cos^2 (x) is not equal (!=) 1_

PROJECT NUMBER : 10

TITLE OF THE PROJECT :

Younger among 3 Persons

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
int age1,age2,age3;
printf("\nTITLE : Younger among all");
printf("\nEnter 1st person age : ");
scanf("%d",&age1);
printf("\nEnter 2nd person age : ");
scanf("%d",&age2);
printf("\nEnter the 3rd person age : ");
scanf("%d",&age3);
if(age1>age2 && age2>age3)
printf("\n3rd Person whose age is %d is younger among them",age3);
else
if(age2>age1 && age1>age3)
printf("\n3rd person whose age is %d is younger among them",age3);
```

```
else
if(age3>age2 && age2>age1)
printf("\n1st person whose age is %d is younger among them",age1);
else
if(age2>age3 && age3>age1)
printf("\n1st person whose age is %d is younger among them",age1);
else
printf("\n2nd person whose age is %dis younger among them",age2);
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

NONAME01.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
int age1,age2,age3;
printf("\nTITLE : Younger among all");
printf("\nEnter 1st person age : ");
scanf("%d",&age1);
printf("\nEnter 2nd person age : ");
scanf("%d",&age2);
printf("\nEnter the 3rd person age : ");
scanf("%d",&age3);
if(age1>age2 && age2>age3)
printf("\n3rd Person whose age is %d is younger among them",age3);
else
if(age2>age1 && age1>age3)
printf("\n3rd person whose age is %d is younger among them",age3);
else
if(age3>age2 && age2>age1)
```

6:10

F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

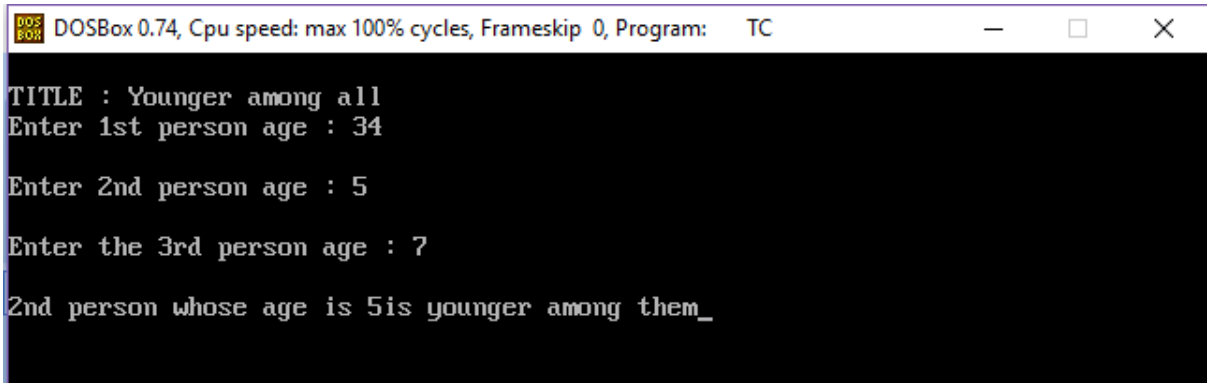
NONAME01.CPP

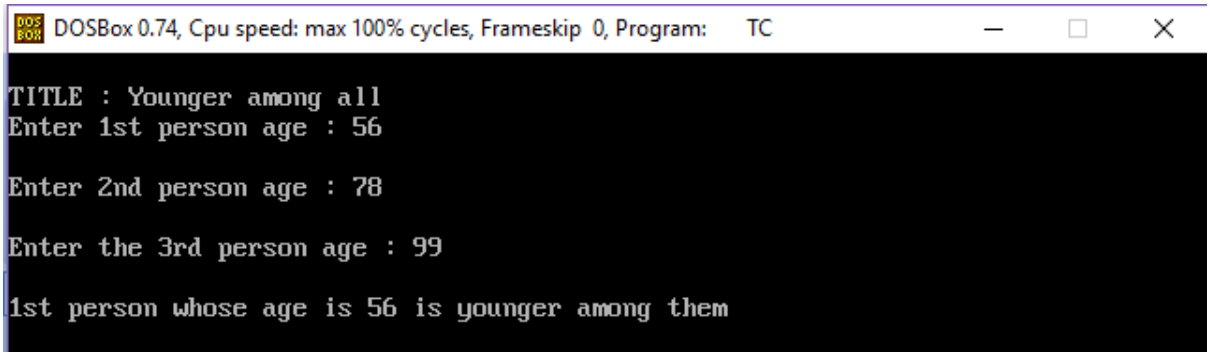
```
printf("\nEnter 1st person age : ");
scanf("%d",&age1);
printf("\nEnter 2nd person age : ");
scanf("%d",&age2);
printf("\nEnter the 3rd person age : ");
scanf("%d",&age3);
if(age1>age2 && age2>age3)
printf("\n3rd Person whose age is %d is younger among them",age3);
else
if(age2>age1 && age1>age3)
printf("\n3rd person whose age is %d is younger among them",age3);
else
if(age3>age2 && age2>age1)
printf("\n1st person whose age is %d is younger among them",age1);
else
if(age2>age3 && age3>age1)
printf("\n1st person whose age is %d is younger among them",age1);
else
printf("\n2nd person whose age is %dis younger among them",age2);
getch();
}
```

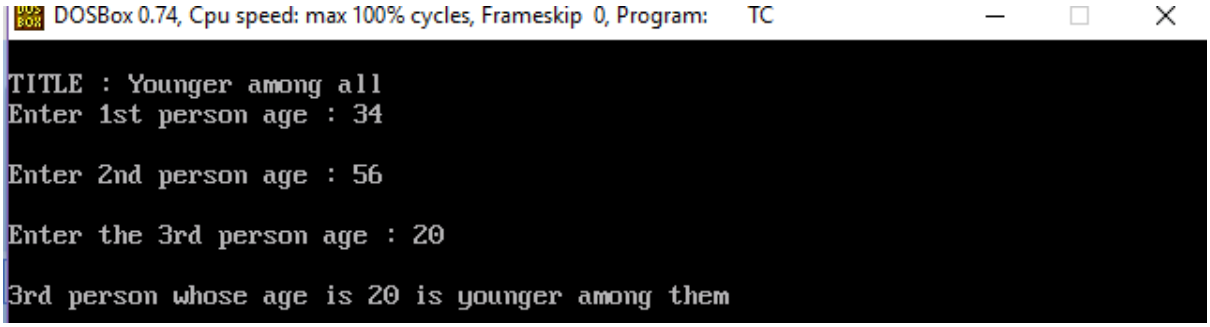
29:30

F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu

✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Younger among all
Enter 1st person age : 34
Enter 2nd person age : 5
Enter the 3rd person age : 7
2nd person whose age is 5is younger among them_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Younger among all
Enter 1st person age : 56
Enter 2nd person age : 78
Enter the 3rd person age : 99
1st person whose age is 56 is younger among them


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Younger among all
Enter 1st person age : 34
Enter 2nd person age : 56
Enter the 3rd person age : 20
3rd person whose age is 20 is younger among them

PROJECT NUMBER : 11

TITLE OF THE PROJECT :

Triangle can be formed or not

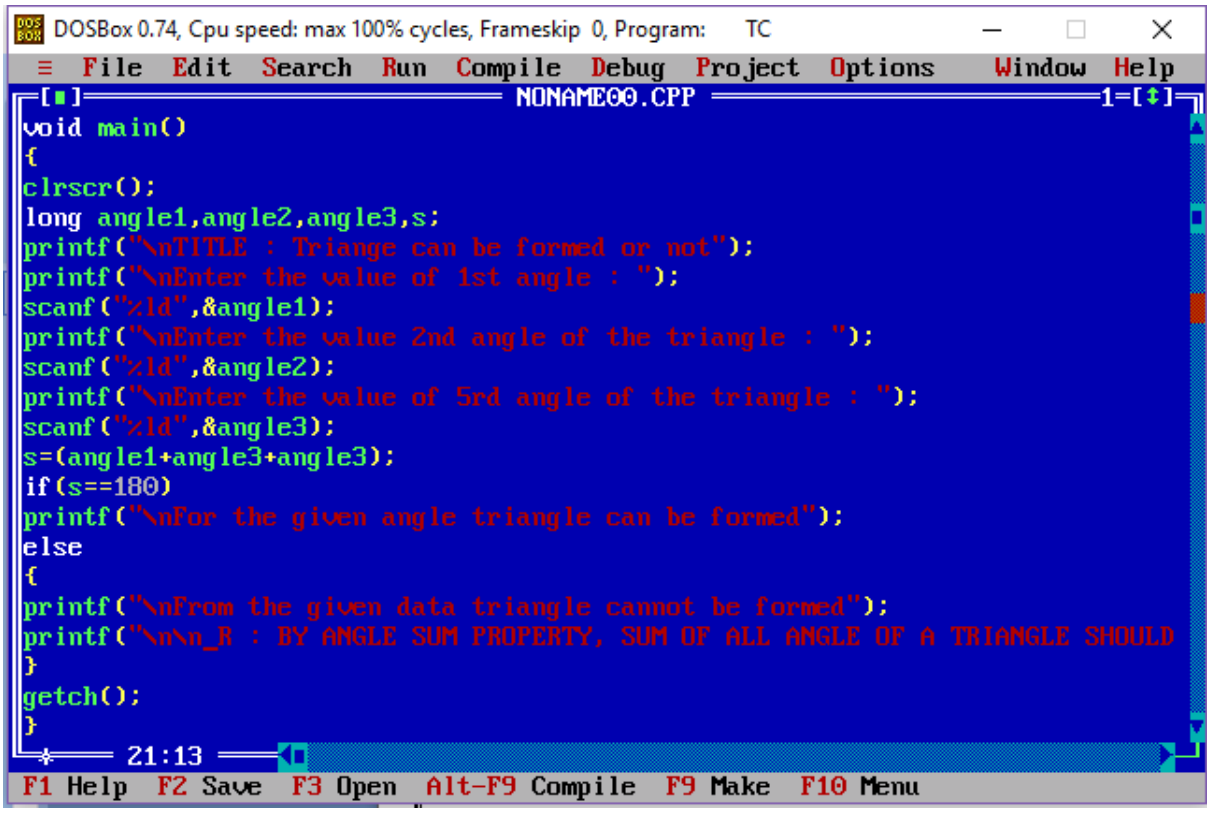
Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
long angle1,angle2,angle3,s;
printf("\nTITLE : Triange can be formed or not");
printf("\nEnter the value of 1st angle : ");
scanf("%ld",&angle1);
printf("\nEnter the value 2nd angle of the triangle : ");
scanf("%ld",&angle2);
printf("\nEnter the value of 5rd angle of the triangle : ");
scanf("%ld",&angle3);
s=(angle1+angle3+angle3);
if(s==180)
printf("\nFor the given angle triangle can be formed");
else
{
```

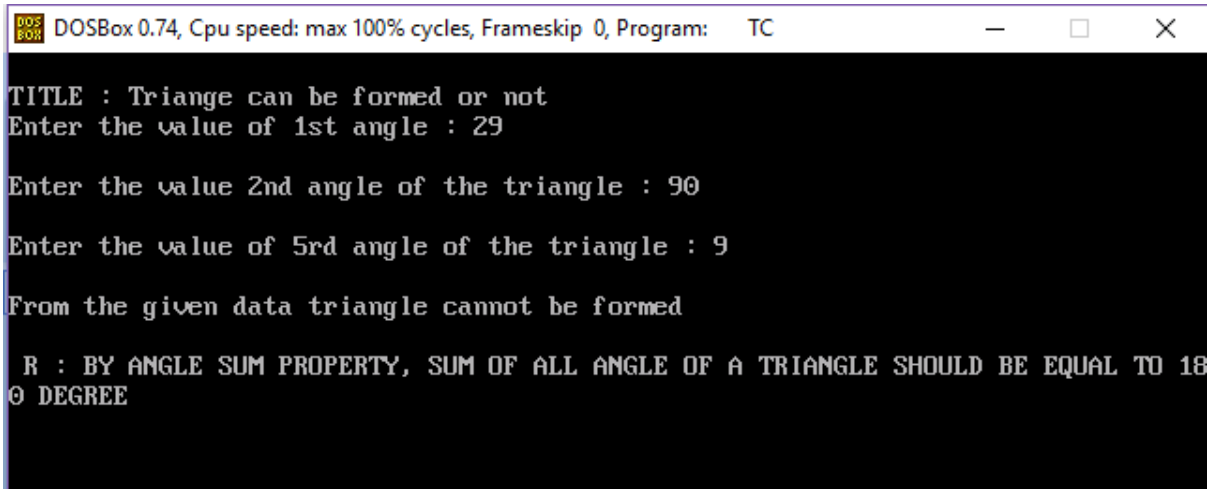
```
printf("\nFrom the given data triangle cannot be formed");
printf("\n\nr R : BY ANGLE SUM PROPERTY, SUM OF ALL ANGLE OF A TRIANGLE SHOULD BE EQUAL TO 180 DEGREE");
}
getch();
}
```

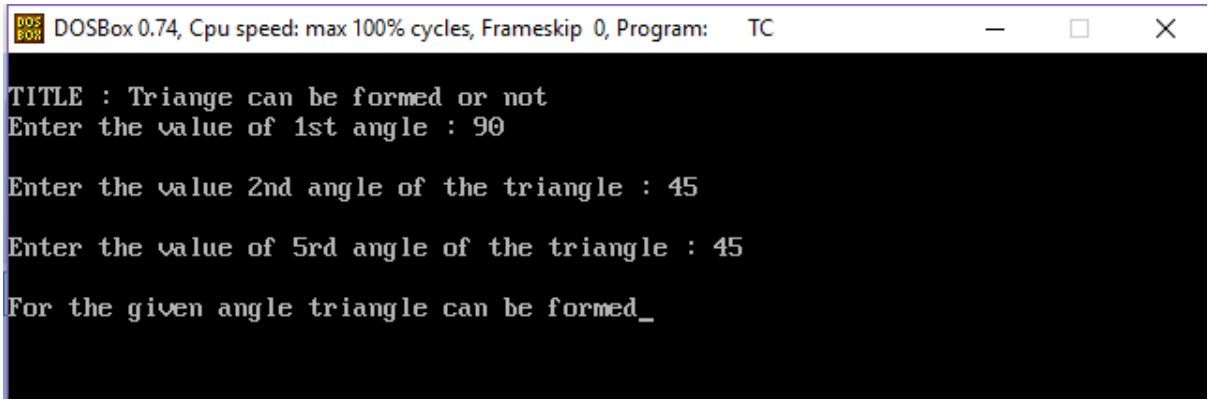
SCREENSHOT-

- ✓ ***CODE-***



✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Triange can be formed or not
Enter the value of 1st angle : 29
Enter the value 2nd angle of the triangle : 90
Enter the value of 5rd angle of the triangle : 9
From the given data triangle cannot be formed
R : BY ANGLE SUM PROPERTY, SUM OF ALL ANGLE OF A TRIANGLE SHOULD BE EQUAL TO 18
0 DEGREE


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Triange can be formed or not
Enter the value of 1st angle : 90
Enter the value 2nd angle of the triangle : 45
Enter the value of 5rd angle of the triangle : 45
For the given angle triangle can be formed_

PROJECT NUMBER : 12

TITLE OF THE PROJECT :

Grace Marks (Switch case)

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
int c,sf;
printf("\nTITLE : GRACE MARKS");
printf("\nEnter the class obtained : ");
scanf("%d",&c);
printf("\nEnter the number of subject in which you are failed : ");
scanf("%d",&sf);
switch(c)
{
case 1:
{
if(sf>3)
printf("\nNO GRACE MARKS WILL BE GIVEN");
else
```

```
printf("\nGRACE OF 5 MARKS WILL BE GIVEN PER SUBJECT");
}
break;
case 2:
{
if(sf>2)
printf("\nNO GRACE MARKS WILL BE GIVEN");
else
printf("\nGRACE OF 4 MARKS WILL BE GIVEN PER SUBJECT");}
break;
case 3:
{
if(sf>1)
printf("\nNO GRACE MARKS WILL BE GIVEN");
else
printf("\nGRACE OF 5 MARKS WILL BE GIVEN PER SUBJECT");
}
break;
default:
printf("\nCLASS OBTAINED IS WRONG");
break;}
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

5D.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
int c,sf;
printf("\nTITLE : GRACE MARKS");
printf("\nEnter the class obtained : ");
scanf("%d",&c);
printf("\nEnter the number of subject in which you are failed : ");
scanf("%d",&sf);
switch(c)
{
case 1:
{
if(sf>3)
printf("\nNO GRACE MARKS WILL BE GIVEN");
else
printf("\nGRACE OF 5 MARKS WILL BE GIVEN PER SUBJECT");
}
```

1:1

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

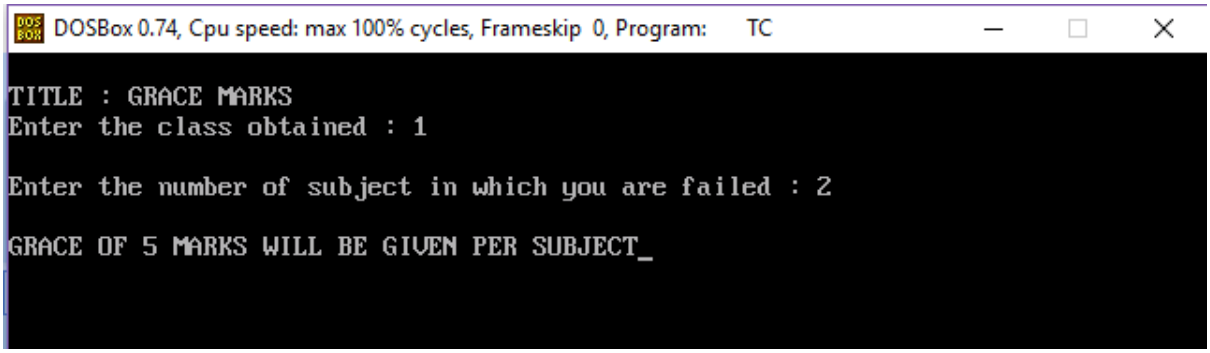
File Edit Search Run Compile Debug Project Options Window Help

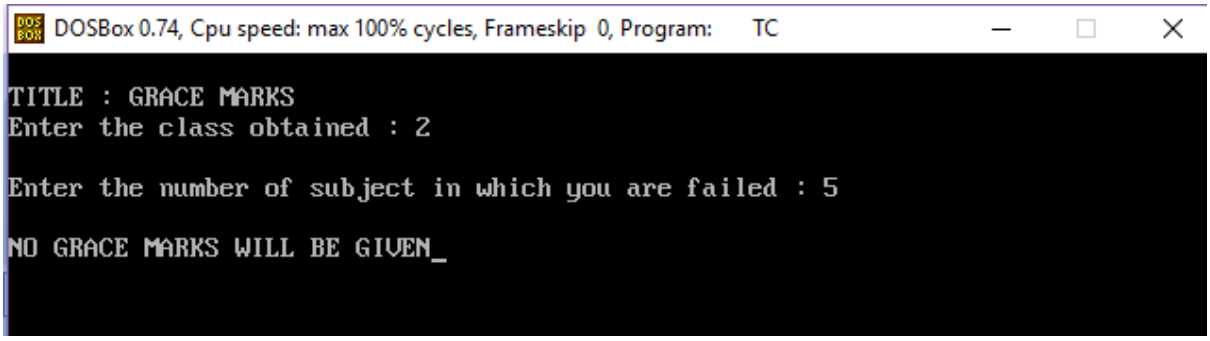
5D.CPP

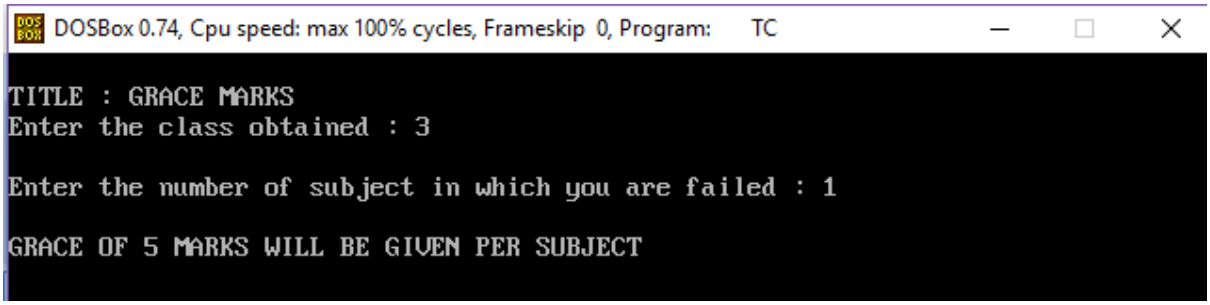
```
case 2:
{
if(sf>2)
printf("\nNO GRACE MARKS WILL BE GIVEN");
else
printf("\nGRACE OF 4 MARKS WILL BE GIVEN PER SUBJECT");
}
break;
case 3:
{
if(sf>1)
printf("\nNO GRACE MARKS WILL BE GIVEN");
else
printf("\nGRACE OF 5 MARKS WILL BE GIVEN PER SUBJECT");
}
break;
default:

printf("\nCLASS OBTAINED IS WRONG");
break;
}
```

43:65

✓ ***OUTPUT-***







QUESTION OF- LET US C {Chapter-5 Question(D)}

PROJECT NUMBER : 13

TITLE OF THE PROJECT :

Entered 3 points lies on straight line or not

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
long x1,y1,x2,y2,x3,y3,d;
printf("\nEntered 3 points lies on a stright line or not");
printf("\nEnter the value of X1 Co-ordinate of first point : ");
scanf("%ld",&x1);
printf("\nEnter the value of Y1 Co-ordinate of first point : ");
scanf("%ld",&y1);
printf("\nEnter the value of X2 Co-ordinate of second point : ");
scanf("%ld",&x2);
printf("\nEnter the value of Y2 Co-ordinate of second point : ");
scanf("%ld",&y2);
printf("\nEnter the value of X3 Co-ordinate of third point : ");
scanf("%ld",&x3);
printf("\nEnter the value of Y3 Co-ordinate of third point : ");
```

```
scanf("%ld",&y3);
d=(x1*(y2-y3)-y1*(x2-x3)+1*((x2*y3)-(y2*x3)));
if(d==0)
printf("\nThe Points (%ld,%ld) , (%ld,%ld) , (%ld,%ld) lies on a Straight line",x1,y1,x2,y2,x3,y3);
else
printf("\nThe points (%ld,%ld) , (%ld,%ld) , (%ld,%ld) donot lies on a straight line",x1,y1,x2,y2,x3,y3);
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

5D.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
long x1,y1,x2,y2,x3,y3,d;
printf("\nEntered 3 points lies on a stright line or not");
printf("\nEnter the value of X1 Co-ordinate of first point : ");
scanf("%ld",&x1);
printf("\nEnter the value of Y1 Co-ordinate of first point : ");
scanf("%ld",&y1);
printf("\nEnter the value of X2 Co-ordinate of second point : ");
scanf("%ld",&x2);
printf("\nEnter the value of Y2 Co-ordinate of second point : ");
scanf("%ld",&y2);
printf("\nEnter the value of X3 Co-ordinate of third point : ");
scanf("%ld",&x3);
printf("\nEnter the value of Y3 Co-ordinate of third point : ");
scanf("%ld",&y3);
d=(x1*(y2-y3)-y1*(x2-x3)+1*((x2*y3)-(y2*x3)));
```

1:7

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

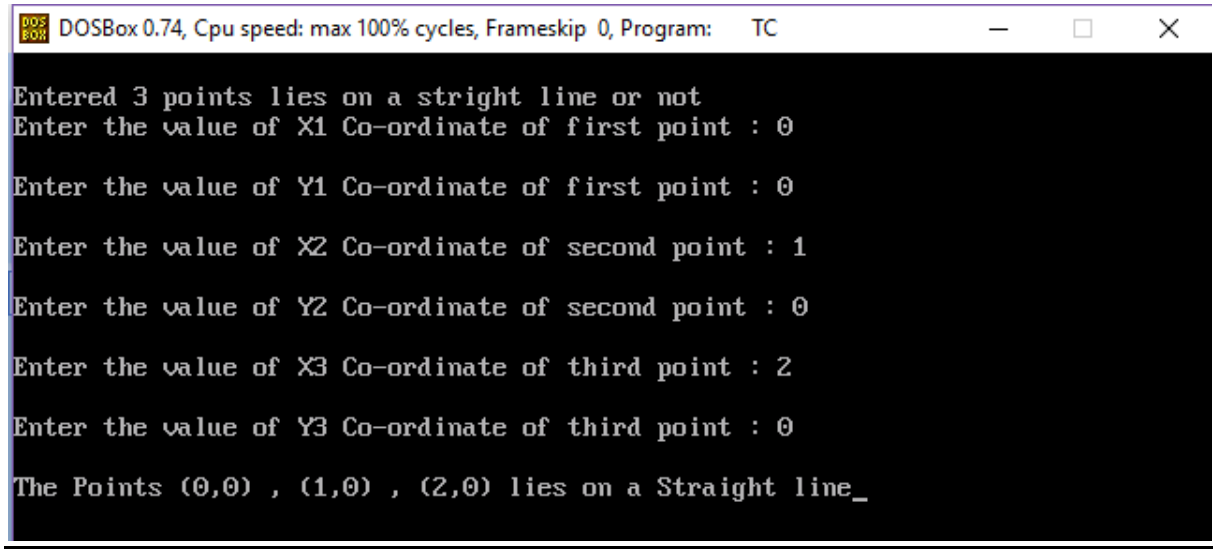
File Edit Search Run Compile Debug Project Options Window Help

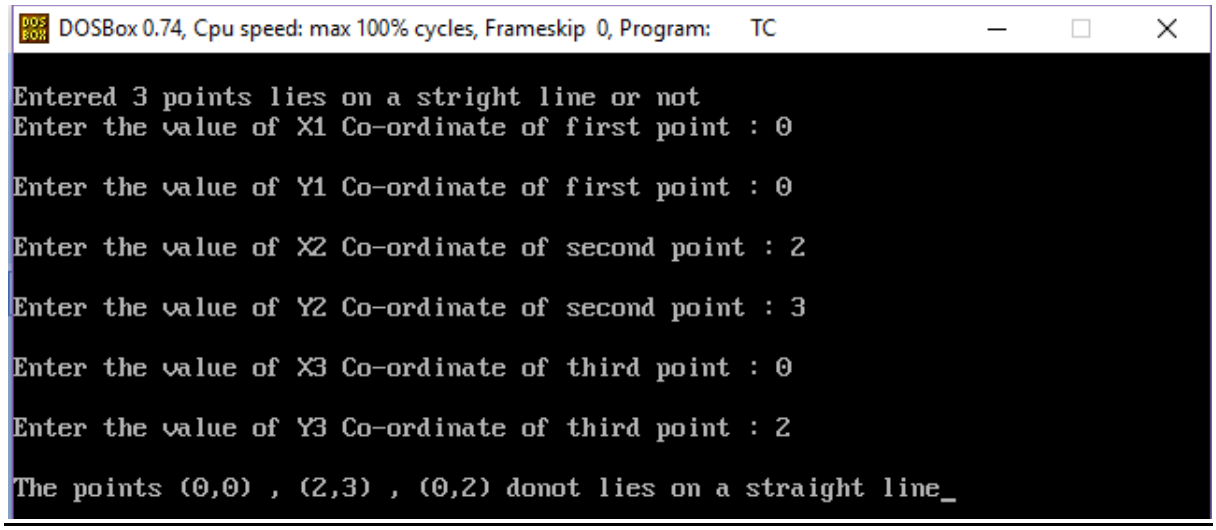
5D.CPP

```
long x1,y1,x2,y2,x3,y3,d;
printf("\nEntered 3 points lies on a stright line or not");
printf("\nEnter the value of X1 Co-ordinate of first point : ");
scanf("%ld",&x1);
printf("\nEnter the value of Y1 Co-ordinate of first point : ");
scanf("%ld",&y1);
printf("\nEnter the value of X2 Co-ordinate of second point : ");
scanf("%ld",&x2);
printf("\nEnter the value of Y2 Co-ordinate of second point : ");
scanf("%ld",&y2);
printf("\nEnter the value of X3 Co-ordinate of third point : ");
scanf("%ld",&x3);
printf("\nEnter the value of Y3 Co-ordinate of third point : ");
scanf("%ld",&y3);
d=(x1*(y2-y3)-y1*(x2-x3)+1*((x2*y3)-(y2*x3)));
if(d==0)
printf("\nThe Points (%ld,%ld) , (%ld,%ld) , (%ld,%ld) lies on a Straight line
else
printf("\nThe points (%ld,%ld) , (%ld,%ld) , (%ld,%ld) donot lies on a straigh
getch();
}
```

22:2

✓ ***OUTPUT-***





QUESTION OF- LET US C {Chapter-3 Question(J)}

PROJECT NUMBER : 14

TITLE OF THE PROJECT :

Point W.R.T Circle

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
float r,d;
int x,y,x2,y2;

printf("\nTITLE : POINT W.R.T Circle");
printf("\nEnter the Value of radius : ");
scanf("%f",&r);
printf("\nEnter the X Co-ordinate of Centre of the circle : ");
scanf("%d",&x);
printf("\nEnter the Y Co-ordinate of the centre : ");
scanf("%d",&y);
printf("\nEnter the X of the point : ");
scanf("%d",&x2);
printf("\nEnter the value of Y Co-Ordinate of the point : ");
```

```
scanf("%d",&y2);
d=sqrt((x2-x)*(x2-x)+((y2-y)*(y2-y)));
if(d>r)
printf("\nPoint (%d,%d)  lies OUTSIDE the circle",x2,y2);
else
if(d<r)
printf("\nPoint (%d,%d) lies INSIDE the circle",x2,y2);
else
printf("\nPoint (%d,%d) lies ON THE circle",x2,y2);
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

3J.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
float r,d;
int x,y,x2,y2;

printf("\nTITLE : POINT W.R.T Circle");
printf("\nEnter the Value of radius : ");
scanf("%f",&r);
printf("\nEnter the X Co-ordinate of Centre of the circle : ");
scanf("%d",&x);
printf("\nEnter the Y Co-ordinate of the centre : ");
scanf("%d",&y);
printf("\nEnter the X of the point : ");
scanf("%d",&x2);
printf("\nEnter the value of Y Co-Ordinate of the point : ");
scanf("%d",&y2);
d=sqrt((x2-x)*(x2-x)+((y2-y)*(y2-y)));
```

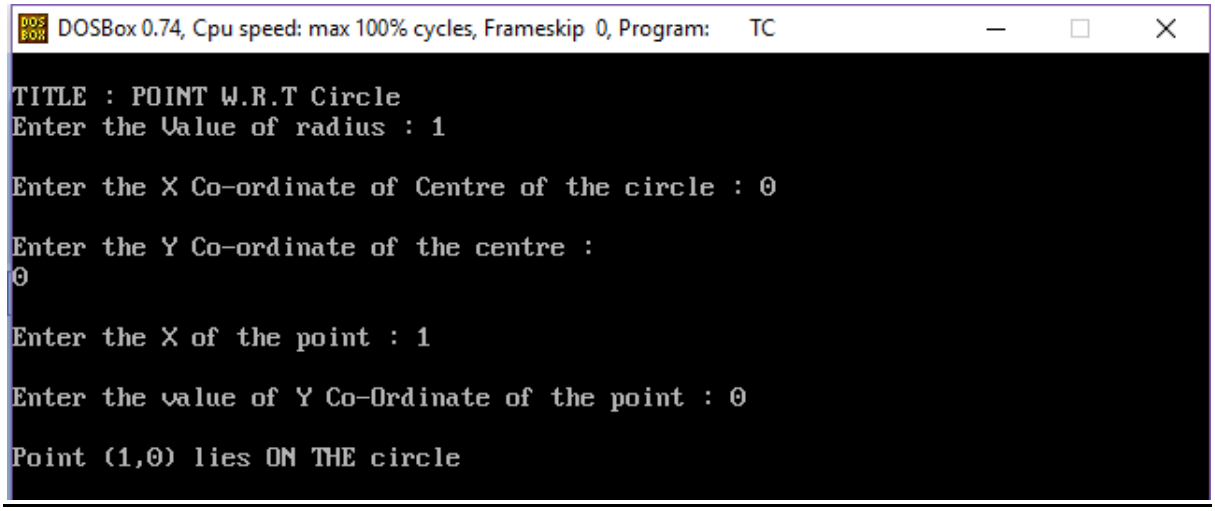
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

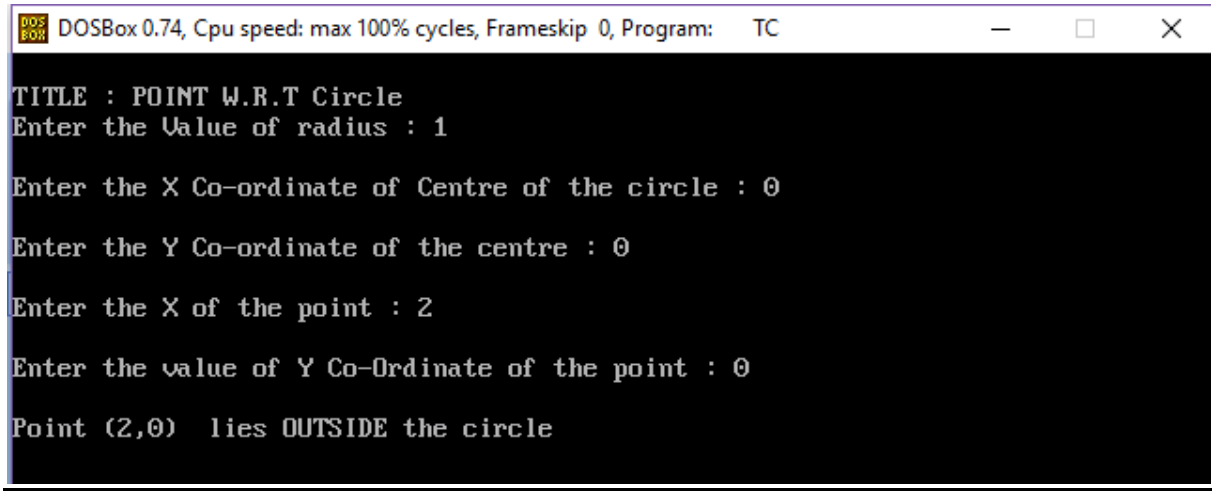
File Edit Search Run Compile Debug Project Options Window Help

3J.CPP

```
printf("\nEnter the Value of radius : ");
scanf("%f",&r);
printf("\nEnter the X Co-ordinate of Centre of the circle : ");
scanf("%d",&x);
printf("\nEnter the Y Co-ordinate of the centre : ");
scanf("%d",&y);
printf("\nEnter the X of the point : ");
scanf("%d",&x2);
printf("\nEnter the value of Y Co-Ordinate of the point : ");
scanf("%d",&y2);
d=sqrt((x2-x)*(x2-x)+((y2-y)*(y2-y)));
if(d>r)
printf("\nPoint (%d,%d)  lies OUTSIDE the circle",x2,y2);
else
if(d<r)
printf("\nPoint (%d,%d) lies INSIDE the circle",x2,y2);
else
printf("\nPoint (%d,%d) lies ON THE circle",x2,y2);
getch();
}
```

✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : POINT W.R.T Circle
Enter the Value of radius : 1
Enter the X Co-ordinate of Centre of the circle : 0
Enter the Y Co-ordinate of the centre :
0
Enter the X of the point : 1
Enter the value of Y Co-Ordinate of the point : 0
Point (1,0) lies ON THE circle


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : POINT W.R.T Circle
Enter the Value of radius : 1
Enter the X Co-ordinate of Centre of the circle : 0
Enter the Y Co-ordinate of the centre : 0
Enter the X of the point : 2
Enter the value of Y Co-Ordinate of the point : 0
Point (2,0) lies OUTSIDE the circle

PROJECT NUMBER : 15

TITLE OF THE PROJECT :

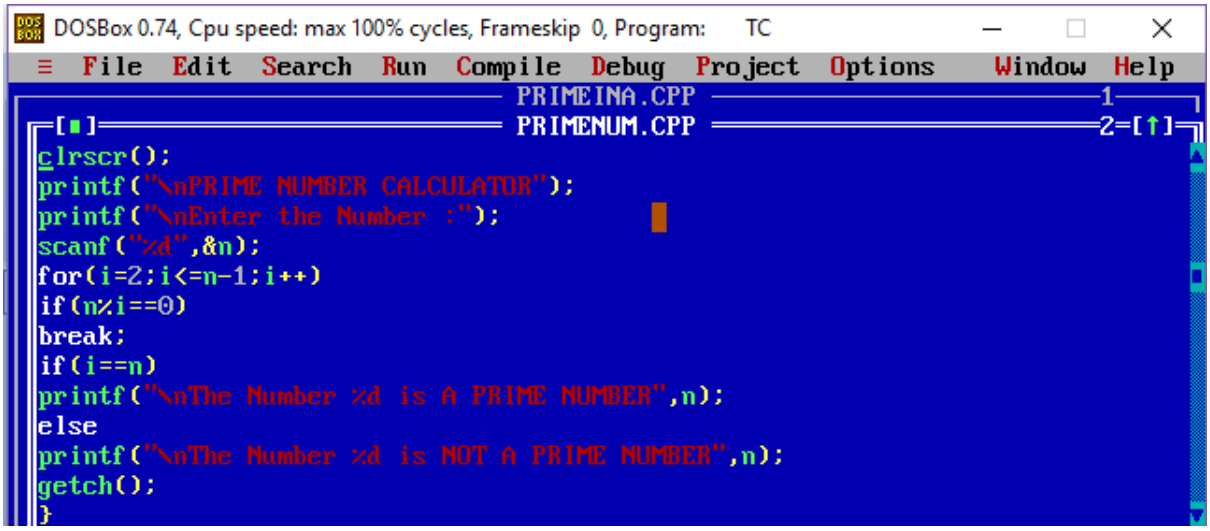
Prime Number

Code-

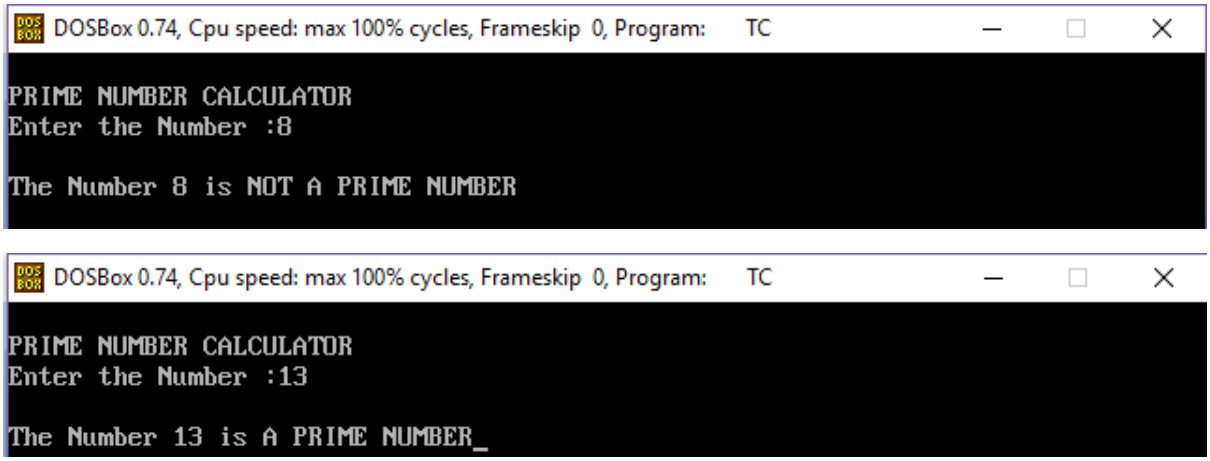
```
#include<stdio.h>
#include<conio.h>
void main()
{int n,i;
clrscr();
printf("\nPRIME NUMBER CALCULATOR");
printf("\nEnter the Number :");
scanf("%d",&n);
for(i=2;i<=n-1;i++)
if(n%i==0)
break;
if(i==n)
printf("\nThe Number %d is A PRIME NUMBER",n);
else
printf("\nThe Number %d is NOT A PRIME NUMBER",n);
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ OUTPUT-



PROJECT NUMBER : ***16***

TITLE OF THE PROJECT :

L.C.M

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{int num1,num2,LCM;
clrscr();
printf("\nTITLE : LCM");
printf("\nEnter your first number: ");
scanf("%d",&num1);
printf("\nEnter your second number :");
scanf("%d",&num2);
for(LCM=num1>num2?num1:num2;LCM<=num1*num2;LCM++)
if(LCM%num1==0 && LCM%num2==0)
break;
printf("\nLCM of %d and %d is : %d",num1,num2,LCM);
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

LCM.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
int num1,num2,LCM;
clrscr();
printf("\nTITLE : LCM");
printf("\nEnter your first number: ");
scanf("%d",&num1);
printf("\nEnter your second number :");
scanf("%d",&num2);
for(LCM=num1>num2?num1:num2;LCM<=num1*num2;LCM++)
if(LCM%num1==0 && LCM%num2==0)
break;
printf("\nLCM of %d and %d is : %d",num1,num2,LCM);
getch();
}
```

✓ OUTPUT-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
TITLE : LCM
Enter your first number: 2

Enter your second number :4

LCM of 2 and 4 is : 4_
```

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
TITLE : LCM
Enter your first number: 4

Enter your second number :6

LCM of 4 and 6 is : 12_
```

PROJECT NUMBER : 17

TITLE OF THE PROJECT :

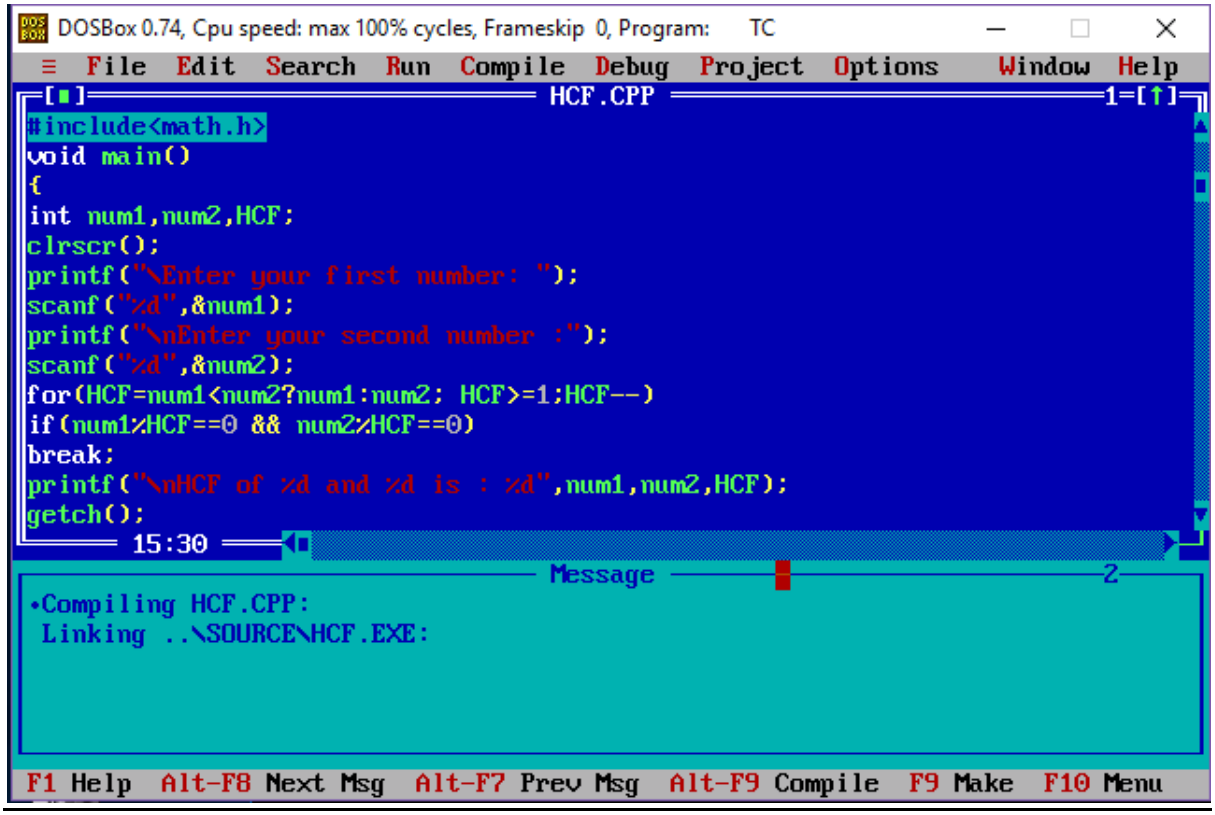
H.C.F

Code-

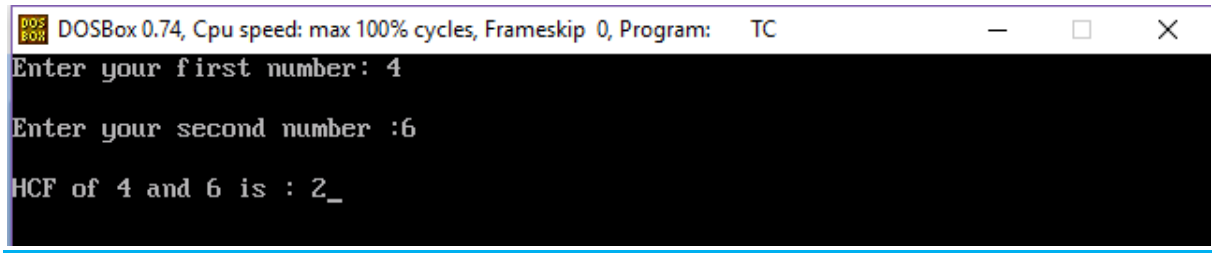
```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
int num1,num2,HCF;
clrscr();
printf("\Enter your first number: ");
scanf("%d",&num1);
printf("\nEnter your second number :");
scanf("%d",&num2);
for(HCF=num1<num2?num1:num2; HCF>=1;HCF--)
if(num1%HCF==0 && num2%HCF==0)
break;
printf("\nHCF of %d and %d is : %d",num1,num2,HCF);
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ OUTPUT-



PROJECT NUMBER : ***18***

TITLE OF THE PROJECT :

Mathematical Operation as per conditions

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>

void main()
{
int num1,num2,c,d,sum,mul,g,h;
clrscr();
printf("\nTITLE : Mathematical operation");
printf("\nEntre your first Number :");
scanf("%d",&num1);
printf("\nEnter your second number :");
scanf("%d",&num2);
c=(num1)%10;
d=(num2)%10;
sum=c+d;
```

```
mul=c*d;

g=(sum)%5;

h=(mul)%5;

if(c>d && g==0)

{

printf("\nLast digit of %d is greater than last digit of %d
So ADDITION WILL BE DONE",num1,num2);

printf("\nSum = %d and the sum result is divisible by
5",sum);

}

else if(c>d && g!=0)

{

printf("\nLast digit of %d is greater than last digit of %d
So ADDITION WILL BE DONE",num1,num2);

printf("\nSum = %d but sum result is not divisible by
5",sum);

}

else if(d>c && h==0)

{

printf("\nLast digit of %d is smaller than last digit of %d
So MULTIPLICATION WILL BE DONE",num1,num2);

printf("\nMultiplication : %d and the multiplication result is
divissible by 5",mul);
```

```
}
else if(d>c && h!=0)
{
printf("\nLast digit of %d is smaller than last digit of %d
So MULTIPLICATION WILL BE DONE",num1,num2);
printf("\nMultiplication : %d but the multiplication result is
not divisible by 5",mul);
}
else
printf("\nLast digit of %d is equal to the last digit of %d So
No mathematical operation will be done",num1,num2);

getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

ABHIMATH.CPP

```
#include<stdio.h>
#include<conio.h>
#include<math.h>

void main()
{
int num1,num2,c,d,sum,mul,g,h;
clrscr();
printf("\nTITLE : Mathematical operation");
printf("\nEntre your first Number :");
scanf("%d",&num1);
printf("\nEnter your second number :");
scanf("%d",&num2);
c=(num1)%10;
```

23:37

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

ABHIMATH.CPP

```
d=(num2)%10;
sum=c+d;
mul=c*d;
g=(sum)%5;
h=(mul)%5;
if(c>d && g==0)
{
printf("\nLast digit of %d is greater than last digit of %d So ADDITION WILL B
printf("\nSum = %d and the sum result is divisible by 5",sum);
}
else if(c>d && g!=0)
{
printf("\nLast digit of %d is greater than last digit of %d So ADDITION WILL B
printf("\nSum = %d but sum result is not divisible by 5",sum);
```

23:37

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

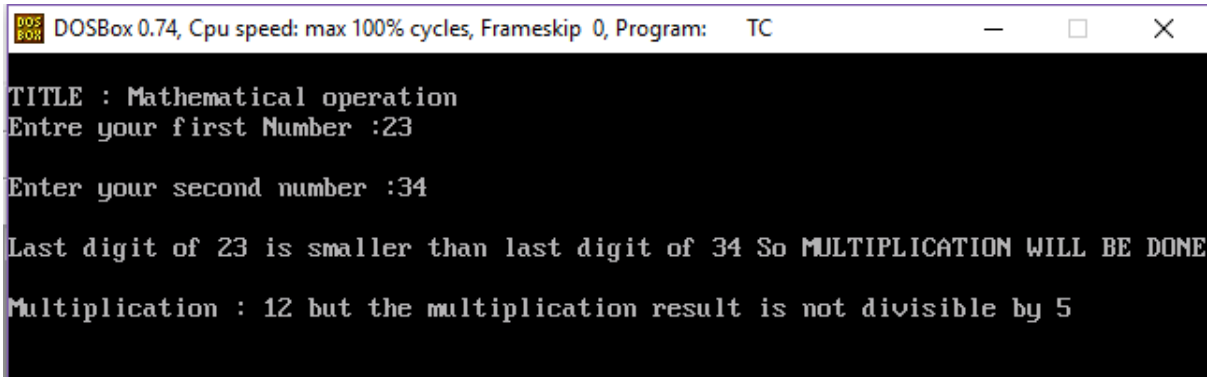
File Edit Search Run Compile Debug Project Options Window Help

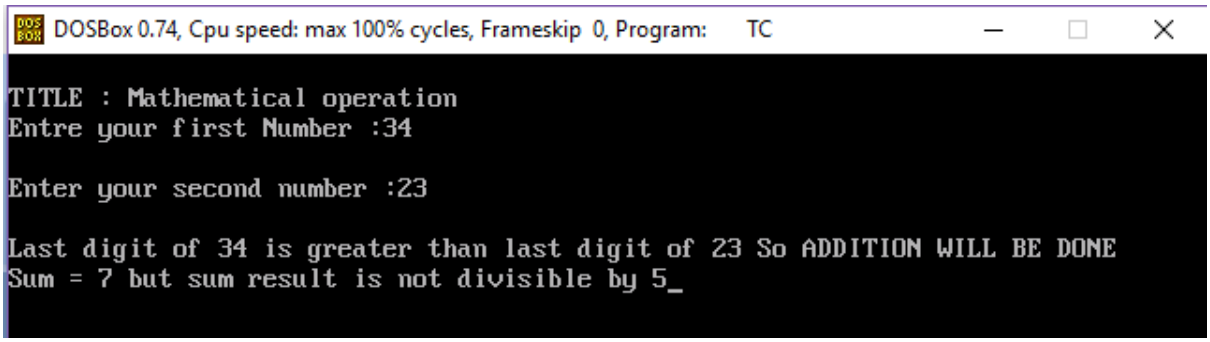
ABHIMATH.CPP

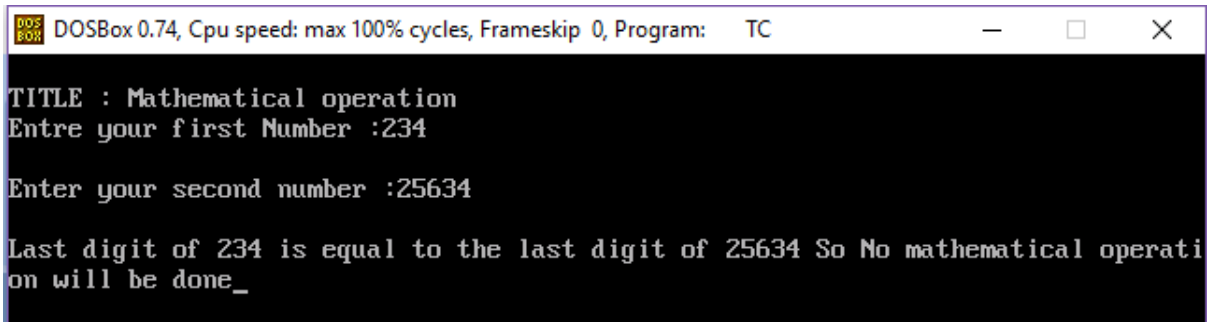
```
else if(d>c && h==0)
{
printf("\nLast digit of %d is smaller than last digit of %d So MULTIPLICATION
printf("\nMultiplication : %d and the multiplication result is divissible by 5
}
else if(d>c && h!=0)
{
printf("\nLast digit of %d is smaller than last digit of %d So MULTIPLICATION
printf("\nMultiplication : %d but the multiplication result is not divisible b
}
else
printf("\nLast digit of %d is equal to the last digit of %d So No mathematical

getch();
```

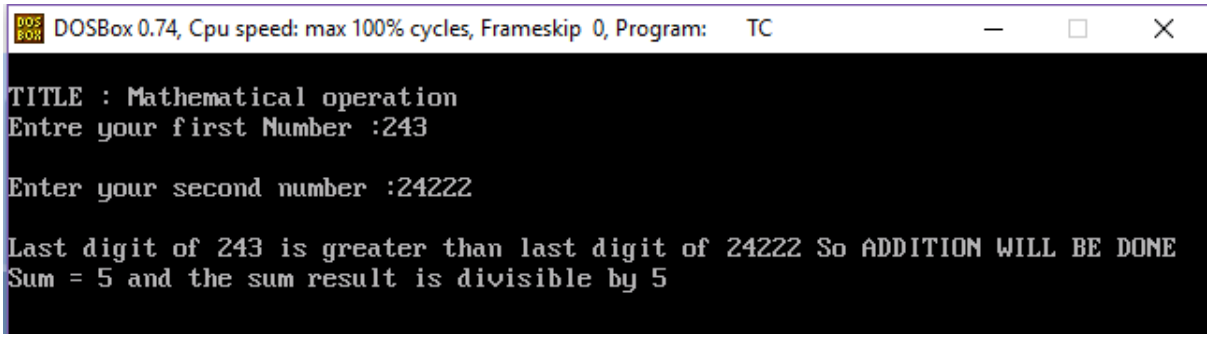
23:37

✓ OUTPUT-


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Mathematical operation
Entre your first Number :23
Enter your second number :34
Last digit of 23 is smaller than last digit of 34 So MULTIPLICATION WILL BE DONE
Multiplication : 12 but the multiplication result is not divisible by 5


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Mathematical operation
Entre your first Number :34
Enter your second number :23
Last digit of 34 is greater than last digit of 23 So ADDITION WILL BE DONE
Sum = 7 but sum result is not divisible by 5_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Mathematical operation
Entre your first Number :234
Enter your second number :25634
Last digit of 234 is equal to the last digit of 25634 So No mathematical operati
on will be done_


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : Mathematical operation
Entre your first Number :243
Enter your second number :24222
Last digit of 243 is greater than last digit of 24222 So ADDITION WILL BE DONE
Sum = 5 and the sum result is divisible by 5

PROJECT NUMBER : 19

TITLE OF THE PROJECT :

Addition of (N) Numbers

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{ clrscr();
long a,b=0,c,j,i;
printf("\nTITLE : ADDITION OF (N) NUMBERS");
printf("\nEnter the total number of term whant to add : ");
scanf("%ld",&j);
for(i=1;i<=j;i++)
{ printf("\nEnter the Number : ");
scanf("%ld",&a);
b=b+a; }
printf("\n Sum is : %ld",b);
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

ADDNNUMB.CPP

```
clrscr();
long a,b=0,c,j,i;
printf("\nTITLE : ADDITION OF (N) NUMBERS");
printf("\nEnter the total number of term whant to add : ");
scanf("%ld",&j);
for(i=1;i<=j;i++)
{
printf("\nEnter the Number : ");
scanf("%ld",&a);
b=b+a;
}
printf("\n Sum is : %ld",b);
getch();
}
```

✓ OUTPUT-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
TITLE : ADDITION OF (N) NUMBERS
Enter the total number of term whant to add : 10

Enter the Number : 50

Enter the Number : 33

Enter the Number : 54

Enter the Number : 1

Enter the Number : 5

Enter the Number : 0

Enter the Number : 6

Enter the Number : 555

Enter the Number : 99999

Enter the Number : 66

 Sum is : 100769
```

PROJECT NUMBER : 20

TITLE OF THE PROJECT :

Factorial of a number

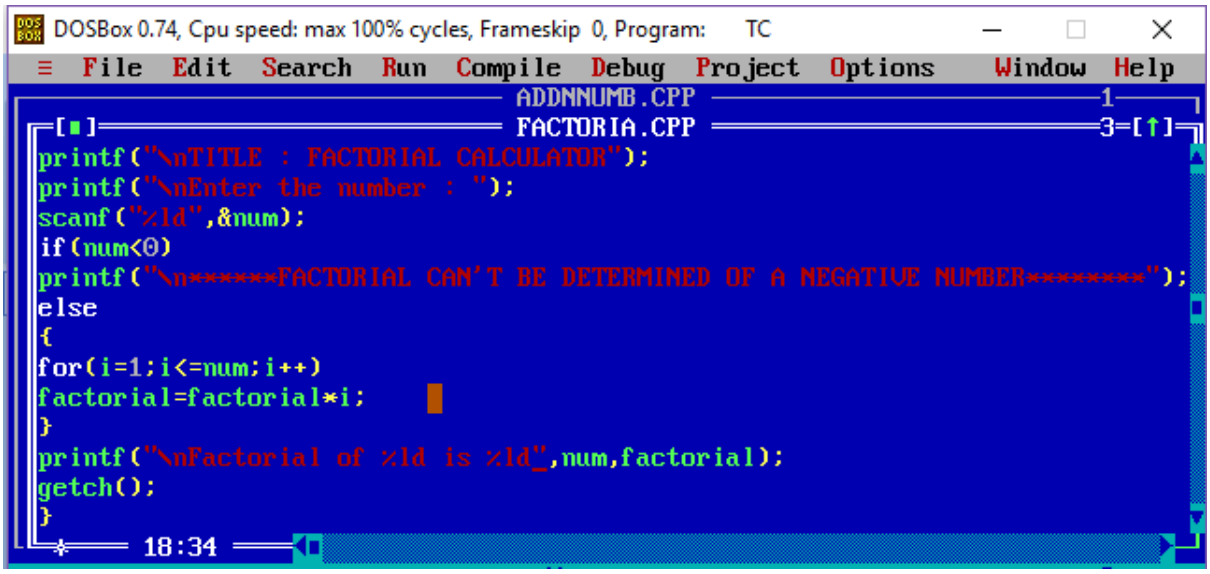
Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
long num,i,factorial=1;
printf("\nTITLE : FACTORIAL CALCULATOR");
printf("\nEnter the number : ");
scanf("%ld",&num);
if(num<0)
printf("\n******FACTORIAL CAN'T BE DETERMINED OF A NEGATIVE NUMBER********");
else
{
for(i=1;i<=num;i++)
factorial=factorial*i;
}
```

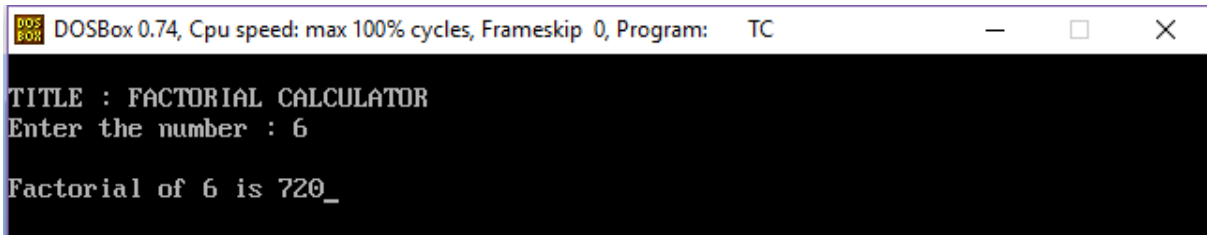
```
printf("\nFactorial of %ld is %ld",num,factorial);
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ OUTPUT-



PROJECT NUMBER : 21

TITLE OF THE PROJECT :

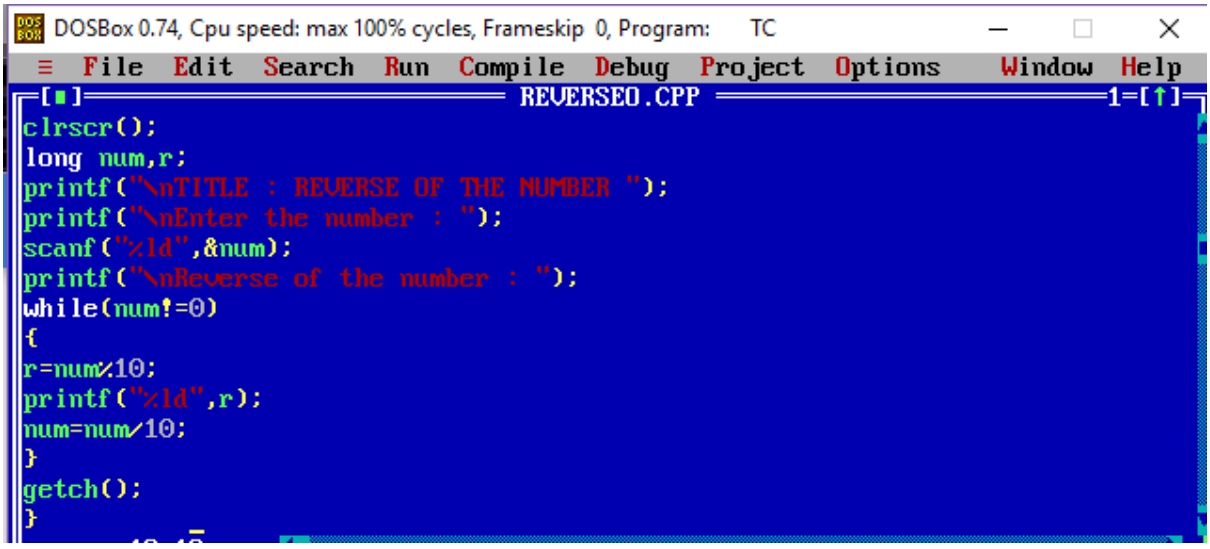
Reverse a number

Code-

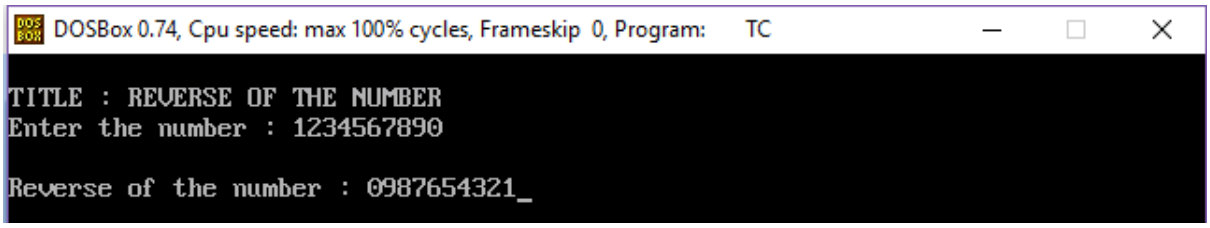
```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
long num,r;
printf("\nTITLE : REVERSE OF THE NUMBER ");
printf("\nEnter the number : ");
scanf("%ld",&num);
printf("\nReverse of the number : ");
while(num!=0)
{
r=num%10;
printf("%ld",r);
num=num/10;
}
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ OUTPUT-



PROJECT NUMBER : 22

TITLE OF THE PROJECT :

Armstrong Number

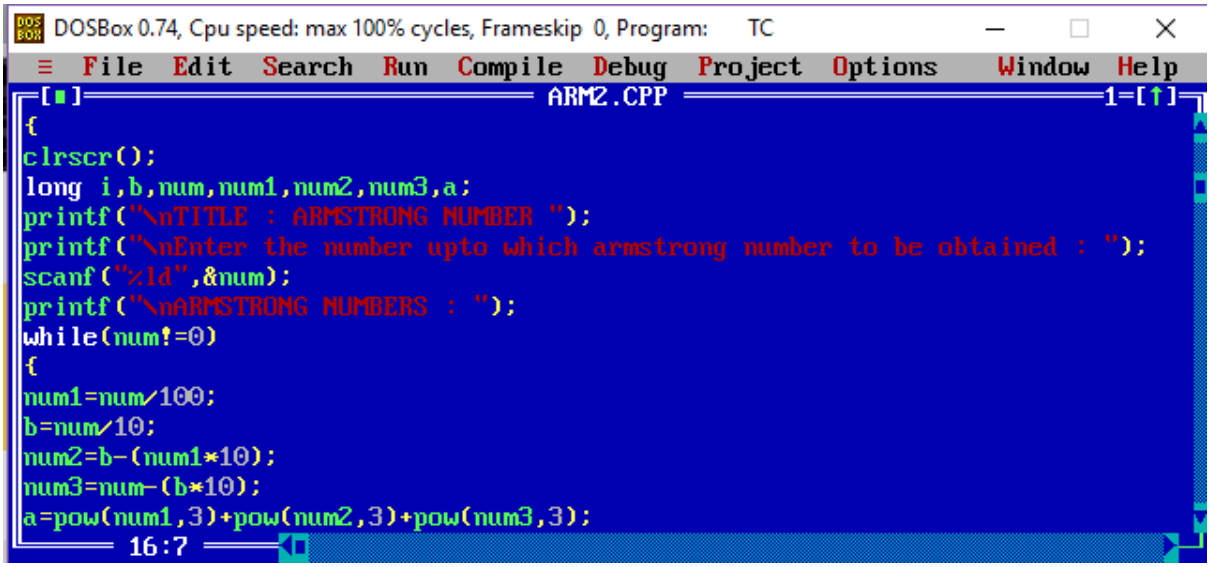
Code-

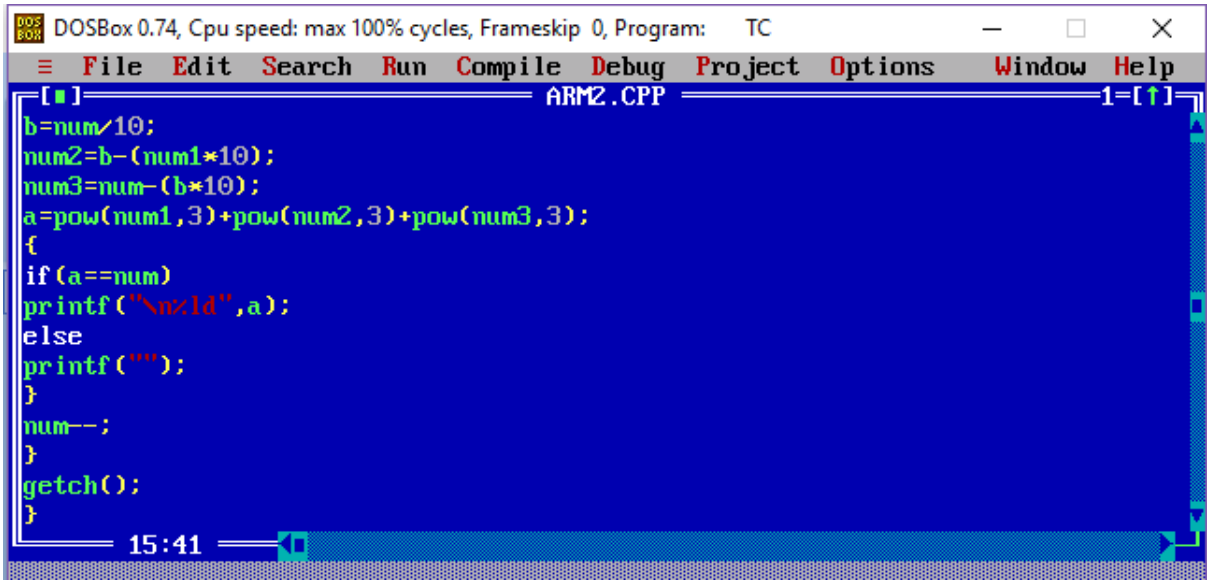
```
#include<stdio.h>
#include<math.h>
#include<conio.h>
void main()
{
clrscr();
long i,b,num,num1,num2,num3,a;
printf("\nTITLE : ARMSTRONG NUMBER ");
printf("\nEnter the number upto which armstrong number
to be obtained : ");
scanf("%ld",&num);
printf("\nARMSTRONG NUMBERS : ");
while(num!=0)
{
num1=num/100;
b=num/10;
num2=b-(num1*10);
num3=num-(b*10);
```

```
a=pow(num1,3)+pow(num2,3)+pow(num3,3);
{
if(a==num)
printf("\n%ld",a);
else
printf("");
}
num--;
}
getch();
}
```

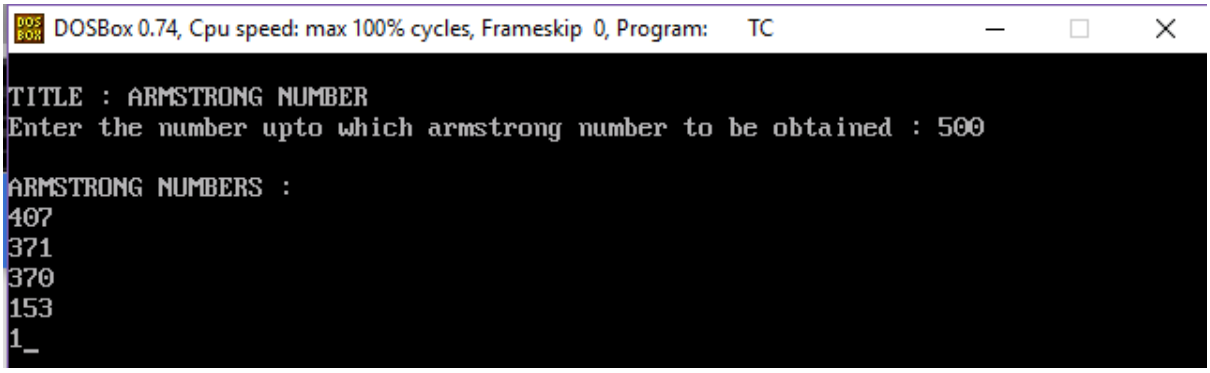
SCREENSHOT-

✓ CODE-





✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
TITLE : ARMSTRONG NUMBER
Enter the number upto which armstrong number to be obtained : 500
ARMSTRONG NUMBERS :
407
371
370
153
1_

PROJECT NUMBER : 23

TITLE OF THE PROJECT :

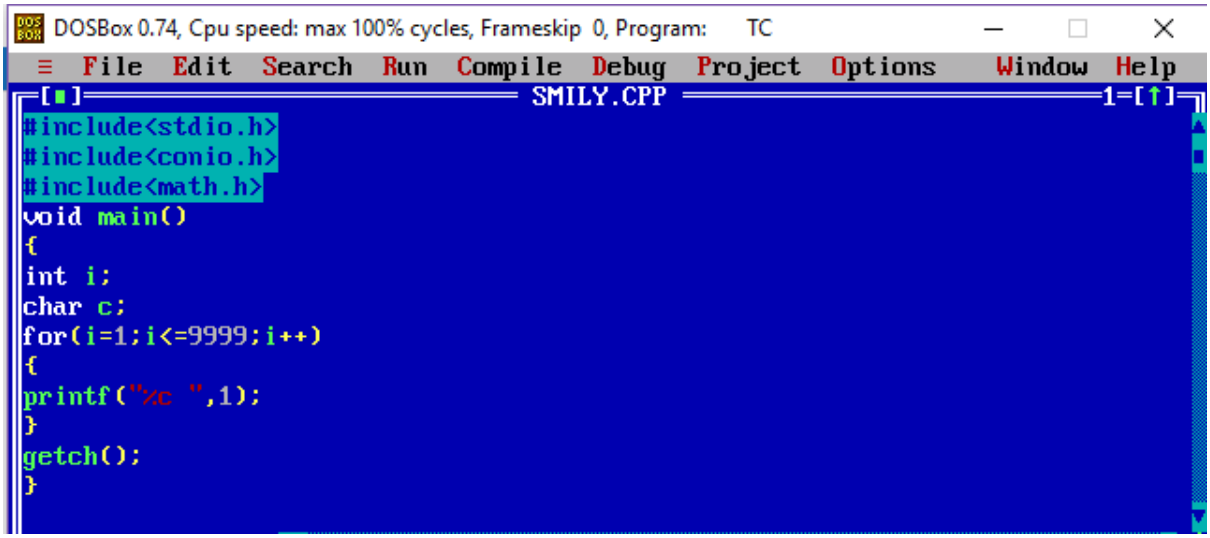
Print Smiling face in whole screen

Code-

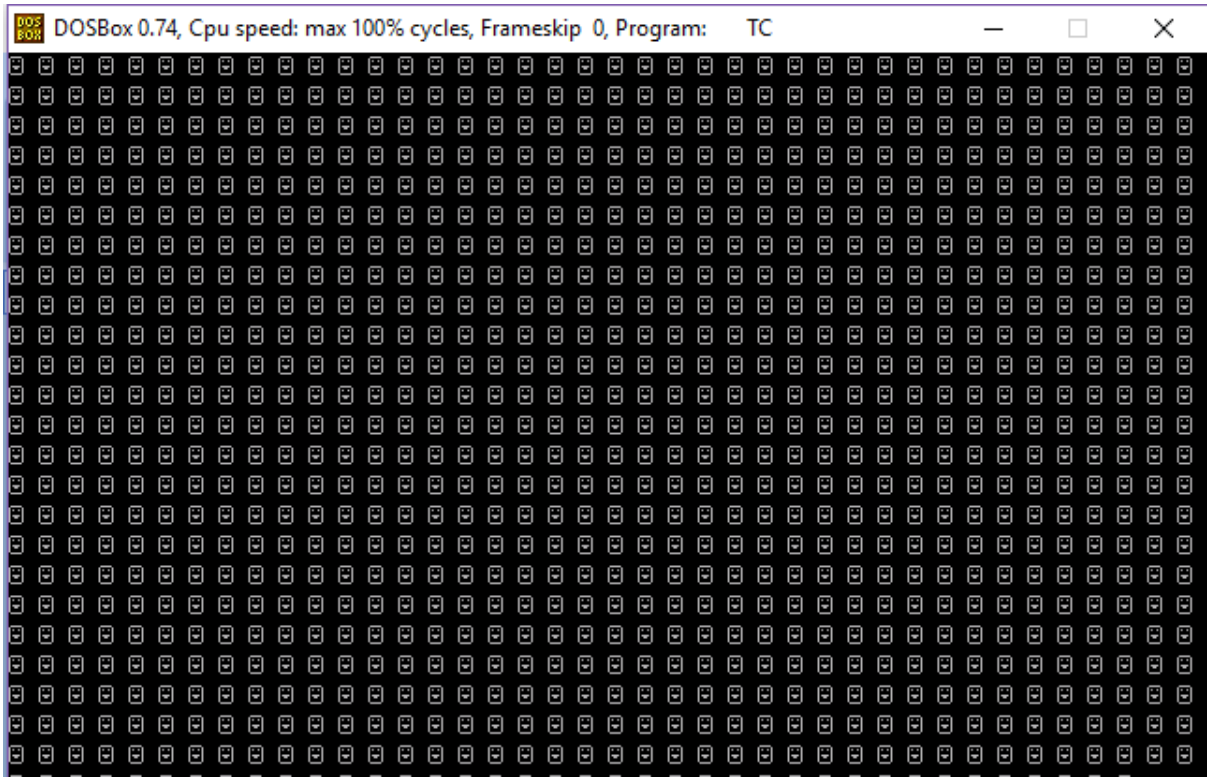
```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
int i;
char c;
for(i=1;i<=9999;i++)
{
printf("%c ",1);
}
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ OUTPUT-



PROJECT NUMBER : 24

TITLE OF THE PROJECT :

Number of words in a line

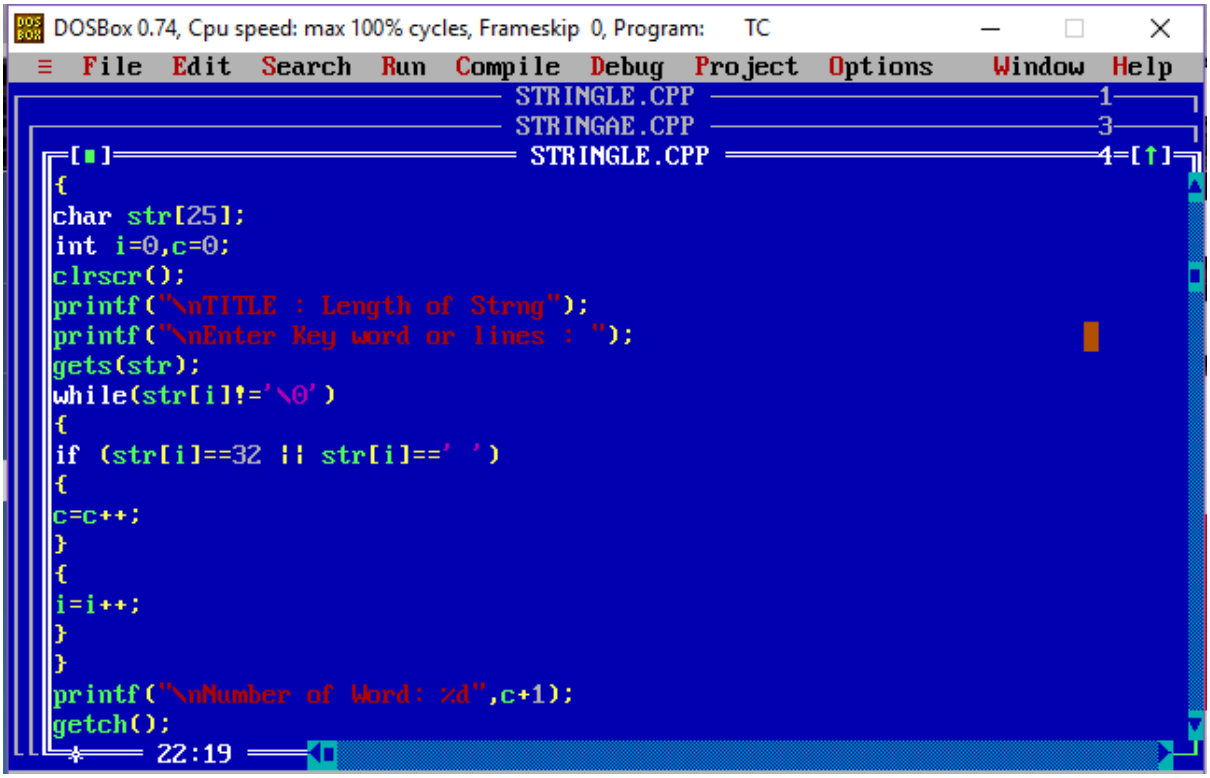
Code-

```
#include<stdio.h>
#include<conio.h>
void main()
{
char str[25];
int i=0,c=0;
clrscr();
printf("\nTITLE : Length of Strng");
printf("\nEnter Key word or lines : ");
gets(str);
while(str[i]!='\0')
{
if (str[i]==32 || str[i]==' ')
{
c=c++;
}
{
```

```
i=i++;
}
}
printf("\nNumber of Word: %d",c+1);
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ OUTPUT-

PROJECT NUMBER : 25

TITLE OF THE PROJECT :

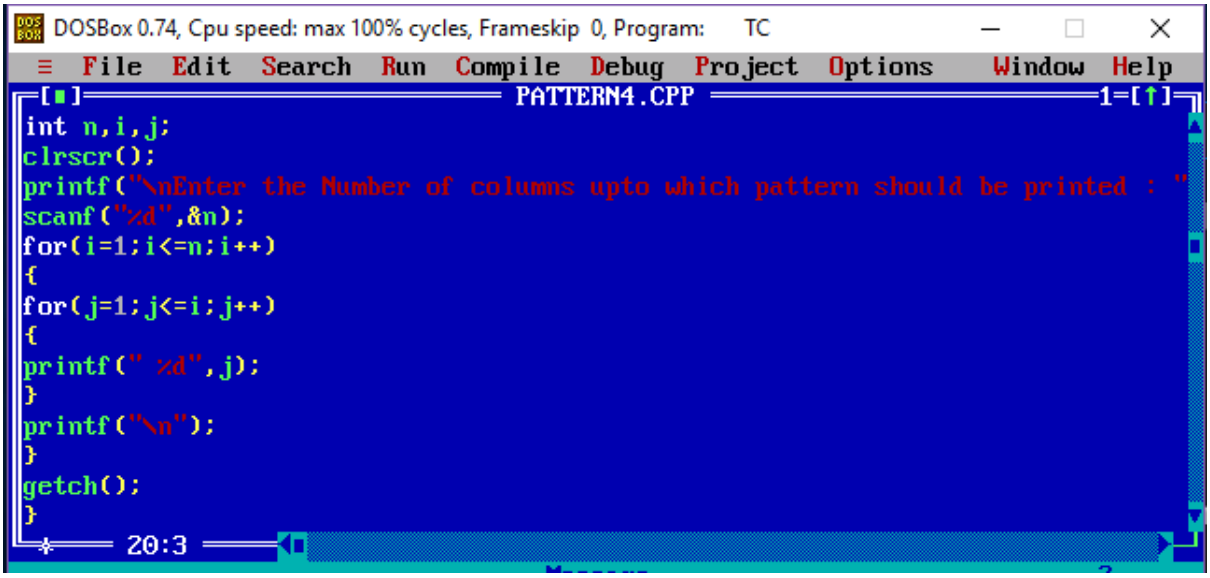
Pattern

Code-

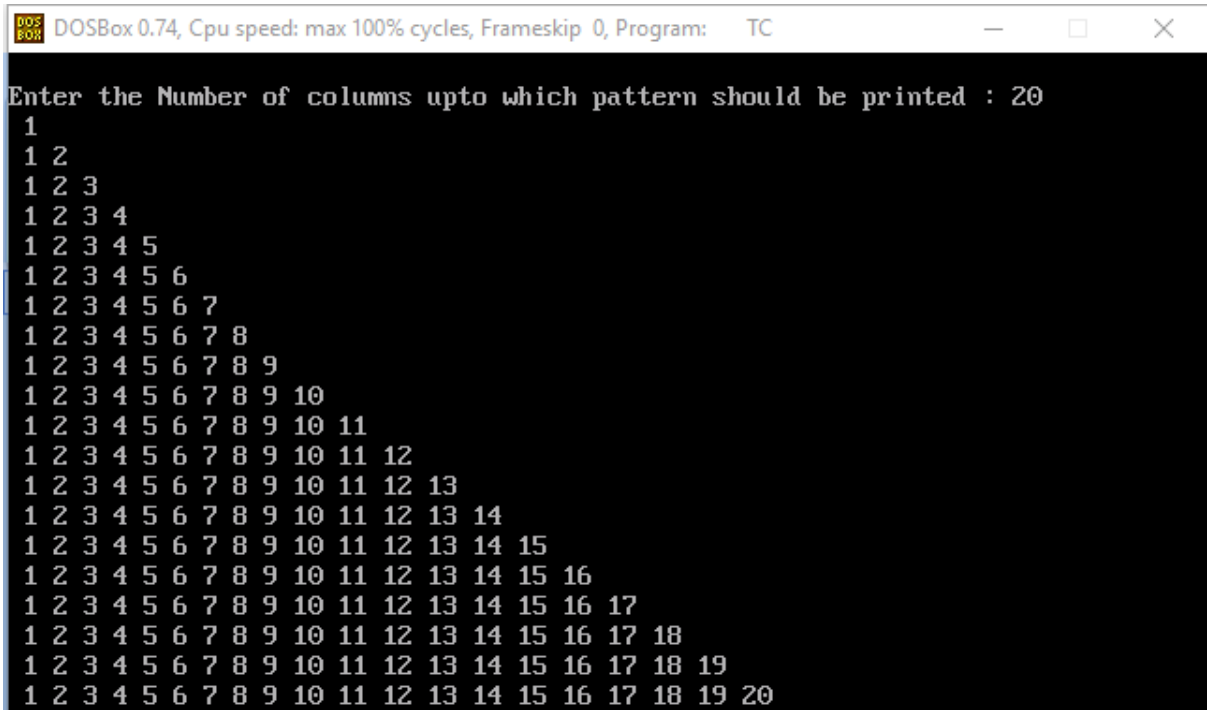
```
#include<stdio.h>
#include<conio.h>
void main()
{
int n,i,j;
clrscr();
printf("\nEnter the Number of columns upto which pattern should be printed : ");
scanf("%d",&n);
for(i=1;i<=n;i++)
{for(j=1;j<=i;j++)
{
printf(" %d",j);}
printf("\n");
}
getch();
}
```

SCREENSHOT-

✓ CODE-



✓ OUTPUT-



PROJECT NUMBER : 26

TITLE OF THE PROJECT :

A.P(Switch Case)

Code-

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#include<math.h>
#define P printf
#define S scanf
void main()
{
int n,a,d,l,choice,x,y,z,yy,zz;
float sum;
clrscr();
P("\nAP CALCULATOR");
P("\n\nNOTATONS : \n1.a=First tearm\n2.d=Common Differnce\n3.l=Last term\n4.n=Number of term");
P("\n\n1.If First Term (a),Number ofterm (n) and Last Term (l) is known");
P("\n\n2.If Number of term (n),First term (a) and Common difference (d) is known");
```

```
P("\n\n3.Exit");
P("\n\nEnter the choice : ");
S("%d",&choice);
switch(choice)
{
case 2:
P("\nEnter the value of n : ");
S("%d",&n);
P("\nEnter the value of First Term of this series (a) : " );
S("%d",&a);
P("\nEnter the value of Common difference (d) :");
S("%d",&d);
x=a*n;
yy=n*d;
y=yy/2;
zz=n-1;
z=y*zz;
sum=x+z;
P("Sum of the Above series is : %f",sum);
break;
case 1:
P("\nEnter the value of n : ");
```

```
S("%d",&n);
P("\nEnter the value of First Term of this series (a) : " );
S("%d",&a);
P("\nEnter the value of last term (l) :");
S("%d",&l);
sum=(n*(a+l))/2;
P("Sum of the Above series is : %f",sum);
break;
case 3:exit(0);
break;
default:
printf("\nSorry Wrong Choice Entered please try again...");
break;
}
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

AP.CPP

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#include<math.h>
#define P printf
#define S scanf
void main()
{
int n,a,d,l,choice,x,y,z,yy,zz;
float sum;
clrscr();
P("\nAP CALCULATOR");
P("\n\nNOTATONS : \n1.a=First tearm\n2.d=Common Differnce\n3.l=Last term\n4.n=
P("\n\n1.If First Term (a),Number ofterm (n) and Last Term (l) is known");
```

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

AP.CPP

```
P("\n\n1.If First Term (a),Number ofterm (n) and Last Term (l) is known");
P("\n\n2.If Number of term (n),First term (a) and Common difference (d) is kno
P("\n\n3.Exit");
P("\n\nEnter the choice : ");
S("%d",&choice);
switch(choice)
{
case 2:
P("\nEnter the value of n : ");
S("%d",&n);
P("\nEnter the value of First Term of this series (a) : " );
S("%d",&a);
P("\nEnter the value of Common difference (d) :");
S("%d",&d);
```

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

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AP.CPP

```
x=a*n;
yy=n*d;
y=yy/2;
zz=n-1;
z=y*zz;
sum=x+z;
P("Sum of the Above series is : %f",sum);
break;
case 1:
P("\nEnter the value of n : ");
S("%d",&n);
P("\nEnter the value of First Term of this series (a) : " );
S("%d",&a);
P("\nEnter the value of last term (l) :");
```

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

AP.CPP

```
S("%d",&a);
P("\nEnter the value of last term (l) :");
S("%d",&l);
sum=(n*(a+l))/2;
P("Sum of the Above series is : %f",sum);
break;
case 3:exit(0);
break;
default:
printf("\nSorry Wrong Choice Entered please try again...");
break;
}
getch();
}
```

✓ ***OUTPUT-***

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
AP CALCULATOR

NOTATONS :
1.a=First tearm
2.d=Common Differnce
3.l=Last term
4.n=Number of term

1.If First Term (a),Number ofterm (n) and Last Term (l) is known

2.If Number of term (n),First term (a) and Common difference (d) is known

3.Exit

Enter the choice : 2

Enter the value of n : 6

Enter the value of First Term of this series (a) : 2

Enter the value of Common difference (d) :6
Sum of the Above series is : 102.000000_
```

PROJECT NUMBER : 27

TITLE OF THE PROJECT :

Prime Number in a given range

Code-

```
#include<stdio.h>
#include<conio.h>
void main()
{
int nl,nu,i,j;
clrscr();
printf("\nPRIME NUMBER IN A GIVEN RANGE");
printf("\nEnter the Lower Limit Number:");
scanf("%d",&nl);
printf("\nEnter the Uper Limit Number:");
scanf("%d",&nu);
for(j=nl;j<=nu;j++)
{
for(i=2;i<=j-1;i++)
if(j%i==0)
break;
if(i==j)
```

```
printf("%d\t",j);
}
getch();
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

PRIMEINA.CPP

```
printf("\nPRIME NUMBER IN A GIVEN RANGE");
printf("\nEnter the Lower Limit Number:");
scanf("%d",&nl);
printf("\nEnter the Uper Limit Number:");
scanf("%d",&nu);
for(j=nl;j<=nu;j++)
{
for(i=2;i<=j-1;i++)
if(j%i==0)
break;
if(i==j)
printf("%d\t",j);
}
getch();
```

✓ OUTPUT-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
PRIME NUMBER IN A GIVEN RANGE
Enter the Lower Limit Number:1

Enter the Uper Limit Number:1000
2       3       5       7       11      13      17      19      23      29
31      37      41      43      47      53      59      61      67      71
73      79      83      89      97      101     103     107     109     113
127     131     137     139     149     151     157     163     167     173
179     181     191     193     197     199     211     223     227     229
233     239     241     251     257     263     269     271     277     281
283     293     307     311     313     317     331     337     347     349
353     359     367     373     379     383     389     397     401     409
419     421     431     433     439     443     449     457     461     463
467     479     487     491     499     503     509     521     523     541
547     557     563     569     571     577     587     593     599     601
607     613     617     619     631     641     643     647     653     659
661     673     677     683     691     701     709     719     727     733
739     743     751     757     761     769     773     787     797     809
811     821     823     827     829     839     853     857     859     863
877     881     883     887     907     911     919     929     937     941
947     953     967     971     977     983     991     997
```

PROJECT NUMBER : 28

TITLE OF THE PROJECT :

NEON Number in a given range

Code-

```
#include<math.h>
#include<conio.h>
#include<stdio.h>
#define P printf
#define S scanf
int sum(int);
void main()
{
int sf,sq,nl,nu,i,j;
clrscr();
P("\nNEON NUMBER IN A GIVEN RANGE");
P("\nEnter the lower limit : ");
S("%d",&nl);
P("\nEnter the uper limit of number : ");
S("%d",&nu);
for(i=nl;i<=nu;i++)
{
```

```
sq=i*i;
sf=sum(sq);
if(sf==i)
P("%d\t",i);
}
getch();
}
int sum(int x)
{
int sum=0;
while(x!=0)
{
sum=sum+(x%10);
x=x/10;
}
return(sum);
}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

NEONINAR.CPP

```
#include<math.h>
#include<conio.h>
#include<stdio.h>
#define P printf
#define S scanf
int sum(int);
void main()
{
int sf,sq,nl,nu,i,j;
clrscr();
P("\nNEON NUMBER IN A GIVEN RANGE");
P("\nEnter the lower limit : ");
S("%d",&nl);
P("\nEnter the uper limit of number : ");
```

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

NEONINAR.CPP

```
S("%d",&nu);
for(i=nl;i<=nu;i++)
{
sq=i*i;
sf=sum(sq);
if(sf==i)
P("%d\t",i);
}
getch();
}
int sum(int x)
{
int sum=0;
while(x!=0)
```

28:12

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

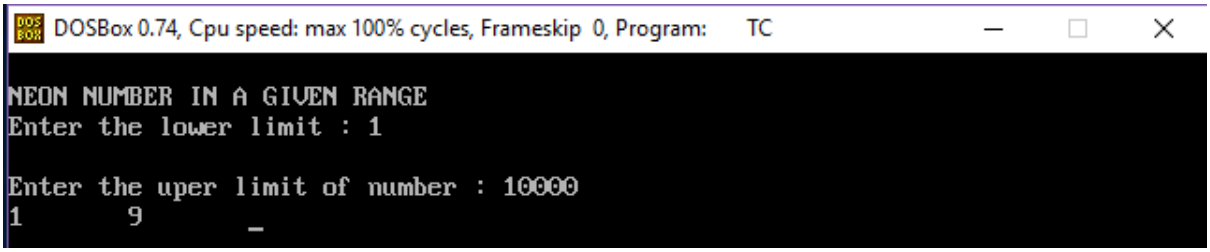
File Edit Search Run Compile Debug Project Options Window Help

NEONINAR.CPP

```
P("%d\t",i);
}
getch();
}
int sum(int x)
{
int sum=0;
while(x!=0)
{
sum=sum+(x%10);
x=x/10;
}
return(sum);
}
```

34:17

✓ ***OUTPUT-***


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
NEON NUMBER IN A GIVEN RANGE
Enter the lower limit : 1
Enter the uper limit of number : 10000
1 9

PROJECT NUMBER : 29

TITLE OF THE PROJECT :

Neon Number

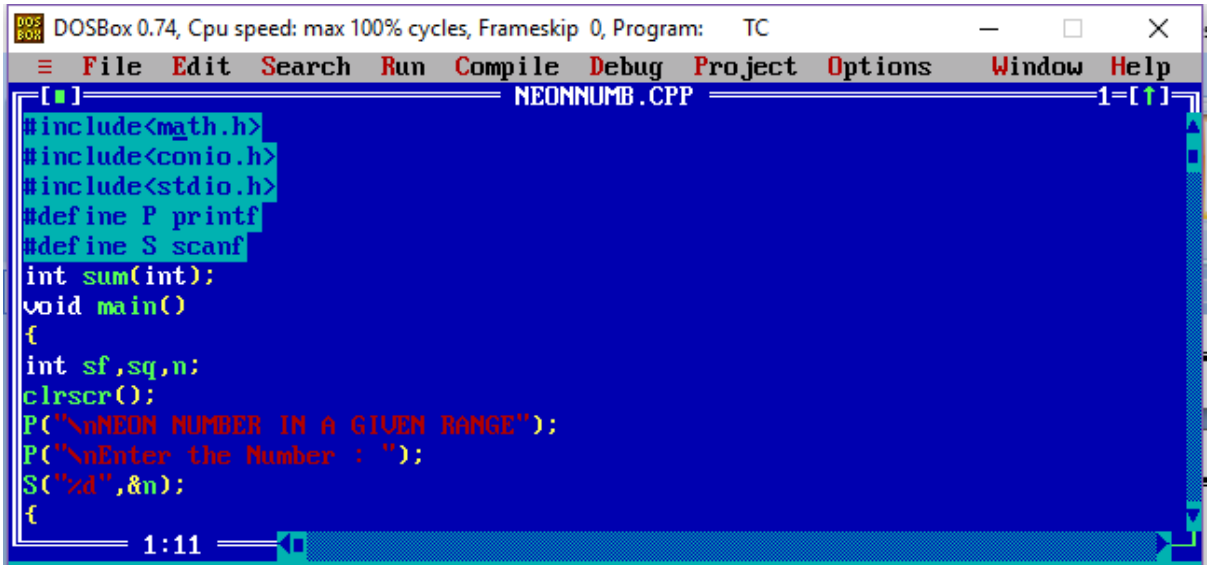
Code-

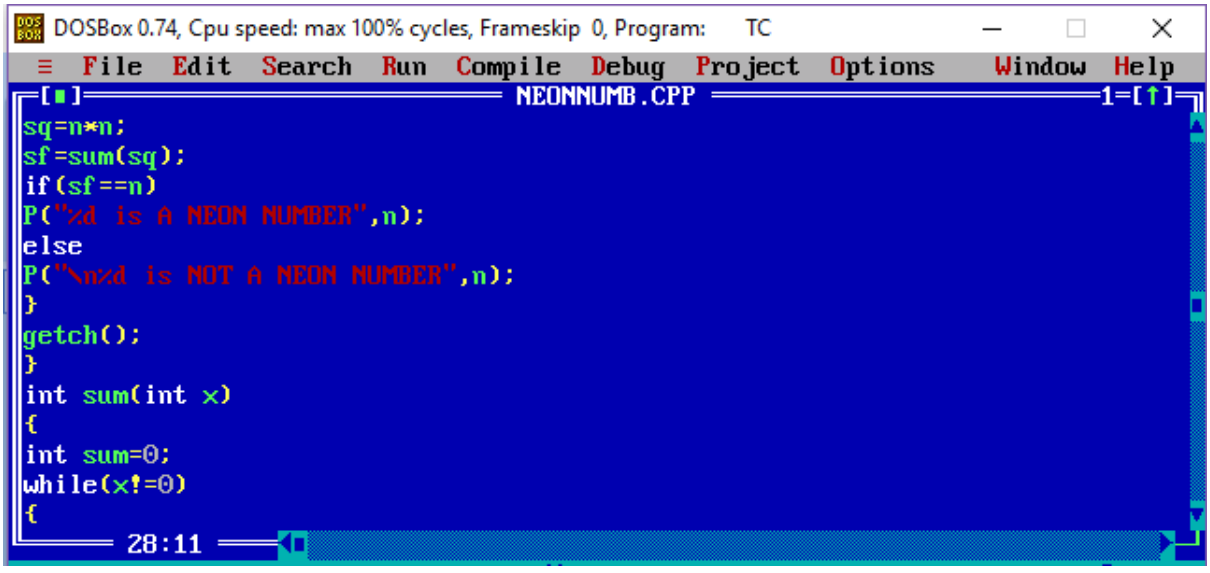
```
#include<math.h>
#include<conio.h>
#include<stdio.h>
#define P printf
#define S scanf
int sum(int);
void main()
{
int sf,sq,n;
clrscr();
P("\nNEON NUMBER IN A GIVEN RANGE");
P("\nEnter the Number : ");
S("%d",&n);
{
sq=n*n;
sf=sum(sq);
if(sf==n)
```

```
P("%d is A NEON NUMBER",n);
else
P("\n%d is NOT A NEON NUMBER",n);
}
getch();
}
int sum(int x)
{
int sum=0;
while(x!=0)
{
sum=sum+(x%10);
x=x/10;
}
return(sum);
}
```

SCREENSHOT-

✓ CODE-





DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

NEONNUMB.CPP

```
P("\n%d is NOT A NEON NUMBER",n);
}
getch();
}
int sum(int x)
{
int sum=0;
while(x!=0)
{
sum=sum+(x%10);
x=x/10;
}
return(sum);
}
```

33:11

✓ *OUTPUT-*

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
NEON NUMBER IN A GIVEN RANGE
Enter the Number : 9
9 is A NEON NUMBER
```

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
NEON NUMBER IN A GIVEN RANGE
Enter the Number : 15

15 is NOT A NEON NUMBER_
```

PROJECT NUMBER : 30

TITLE OF THE PROJECT :

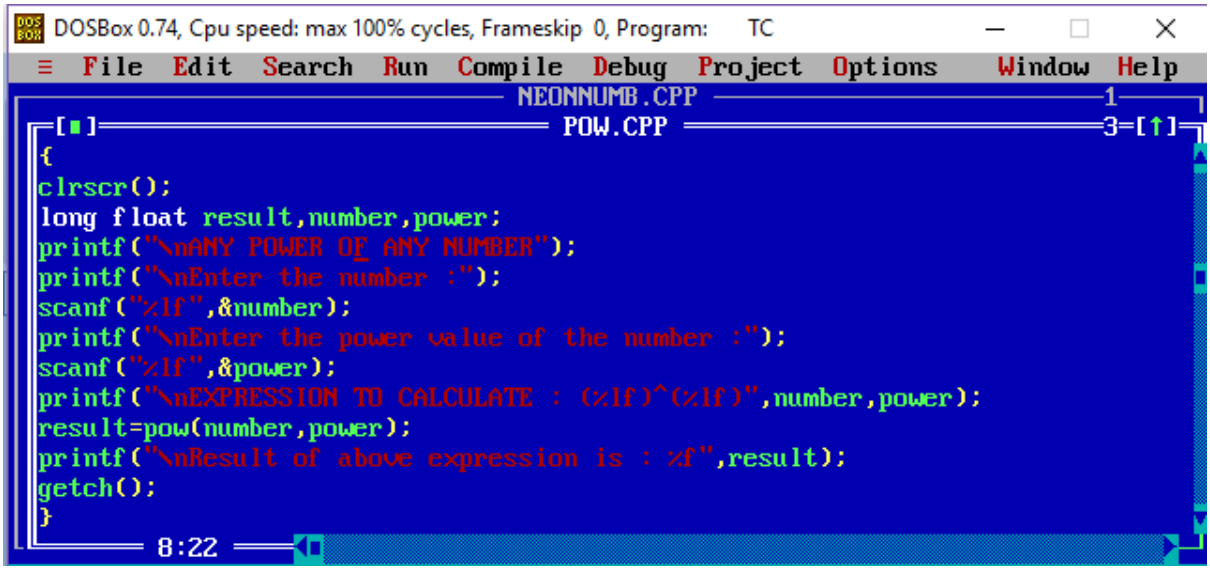
Any Power of any number

Code-

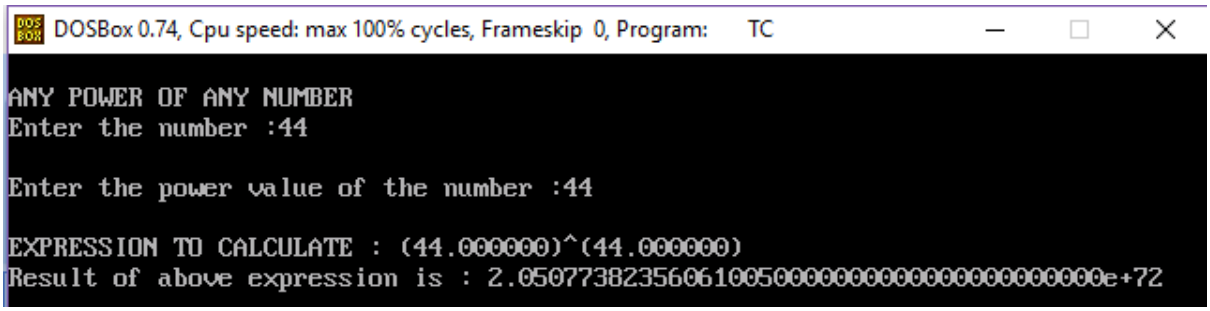
```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{clrscr();
long float result,number,power;
printf("\nANY POWER OF ANY NUMBER");
printf("\nEnter the number :");
scanf("%lf",&number);
printf("\nEnter the power value of the number :");
scanf("%lf",&power);
printf("\nEXPRESSION TO CALCULATE :
(%lf)^(%lf)",number,power);
result=pow(number,power);
printf("\nResult of above expression is : %f",result);
getch();
}
```

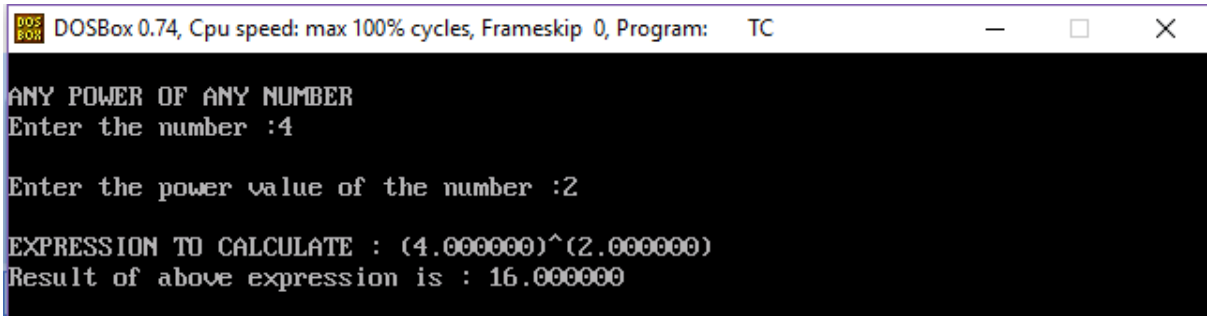
SCREENSHOT-

✓ CODE-



✓ OUTPUT-





PROJECT NUMBER : 31

TITLE OF THE PROJECT :

Sum of n matrix

Code-

SCREENSHOT-

- ✓ ***CODE-***

- ✓ ***OUTPUT-***

PROJECT NUMBER : 32

TITLE OF THE PROJECT :

Transpose of a matrix

Code-

SCREENSHOT-

- ✓ ***CODE-***

- ✓ ***OUTPUT-***

PROJECT NUMBER : 33

TITLE OF THE PROJECT :

Multiplication of a matrix

Code-

SCREENSHOT-

- ✓ ***CODE-***

- ✓ ***OUTPUT-***

PROJECT NUMBER : 34

TITLE OF THE PROJECT :

Subtraction of a matrix

Code-

SCREENSHOT-

- ✓ ***CODE-***

- ✓ ***OUTPUT-***

PROJECT NUMBER : 35

TITLE OF THE PROJECT :

Character Pattern

Code-

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
int n,i,j;
clrscr();
printf("\nPRINTING PATTERN :(SAMPLE)-->\nA\nA B\nA
B C\nA B C D\n.\n.\nSO ON");
printf("\n\nEnter the value of column :");
scanf("%d",&n);
for(i=1;i<=n;i++)
{{for(j=0;j<i;j++)
printf("%c ",j+65);
}
printf("\n");}
getch();}
```

SCREENSHOT-

✓ CODE-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

File Edit Search Run Compile Debug Project Options Window Help

ABCPATTE.CPP

```
int n,i,j;
clrscr();
printf("\nPRINTING PATTERN :(SAMPLE)-->\n\nA\nA B\nA B C\nA B C D\n.\n.\nSO ON")
printf("\n\nEnter the value of column :");
scanf("%d",&n);
for(i=1;i<=n;i++)
{
{
for(j=0;j<i;j++)
printf("%c ",j+65);
}
printf("\n");
}
getch();
```

8:72

✓ OUTPUT-

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC

```
PRINTING PATTERN :(SAMPLE)-->
A
A B
A B C
A B C D
.
.
SO ON

Enter the value of column :11
A
A B
A B C
A B C D
A B C D E
A B C D E F
A B C D E F G
A B C D E F G H
A B C D E F G H I
A B C D E F G H I J
A B C D E F G H I J K
```

PROJECT NUMBER : 35

TITLE OF THE PROJECT :

Fibonacci Series

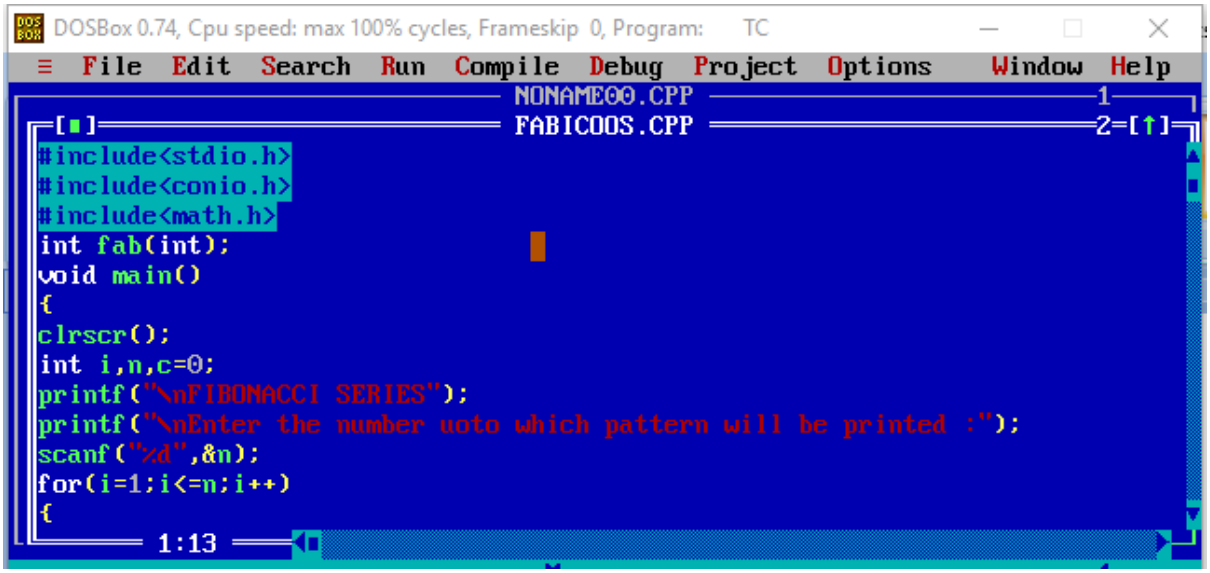
Code-

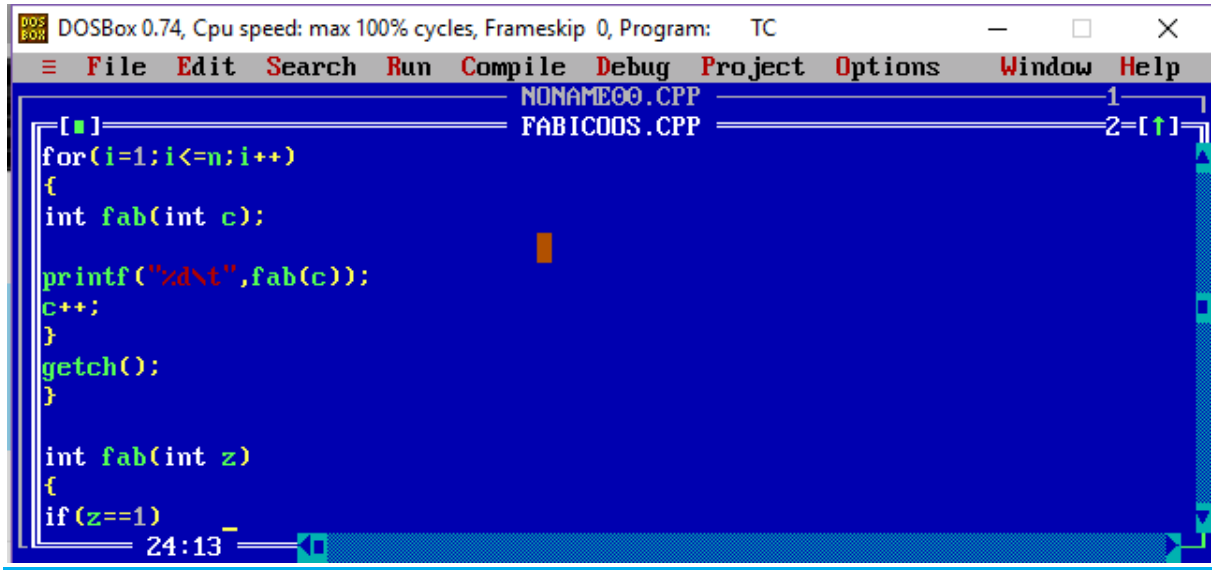
```
#include<stdio.h>
#include<conio.h>
#include<math.h>
int fab(int);
void main()
{
clrscr();
int i,n,c=0;
printf("\nFIBONACCI SERIES");
printf("\nEnter the number uoto which pattern will be printed :");
scanf("%d",&n);
for(i=1;i<=n;i++)
{
int fab(int c);

printf("%d\t",fab(c));
c++;
```

```
}
getch();
}

int fab(int z)
{
if(z==1)
return 1;
else if(z==0)
return 0;
else
return(fab(z-1)+fab(z-2));
}
```

SCREENSHOT-

✓ CODE-





```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip  0, Program:    TC
≡ File  Edit  Search  Run  Compile  Debug  Project  Options    Window  Help
                        NONAME00.CPP                                    1
[■]                     FABICOOS.CPP                                    2=[↑]
getch();
}

int fab(int z)
{
if(z==1)
return 1;
else if(z==0)
return 0;
else
return(fab(z-1)+fab(z-2));
}
        31:13
```

✓ ***OUTPUT-***

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip  0, Program:    TC

FIBONACCI SERIES
Enter the number uoto which pattern will be printed :9
0       1       1       2       3       5       8       13      21
```

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip  0, Program:    TC

FIBONACCI SERIES
Enter the number uoto which pattern will be printed :7
0       1       1       2       3       5       8
```

PROJECT NUMBER : 36

TITLE OF THE PROJECT :

F

Code-

SCREENSHOT-

- ✓ ***CODE-***

- ✓ ***OUTPUT-***