

Programming Fundamentals Lab
Lab Assignment 04

Course Code: CL1002

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Task 01: Ahmed answered 30% of the questions correctly. The test contained a total of 80 questions. Write a program to tell how many questions did Ahmed answer correctly.

```
Q1.cpp Q2.cpp Q3.cpp Q4.cpp Q5.cpp Q6.cpp Q7.cpp Q8.cpp Q9.cpp Q10.cpp
1  #include<stdio.h>
2
3  main(){
4      int totQ = 80 , correctQ ;
5      printf("total questions: %d\n",totQ );
6      correctQ = 80 * 0.3 ;
7      printf("Number of questions Ali answered correct are: %d", correctQ );
8  }
9
```

```
C:\Users\Admin\Documents\Programs\Q1.exe
total questions: 80
Number of questions Ali answered correct are: 24
-----
Process exited after 0.02509 seconds with return value 0
Press any key to continue . . .
```

Task 02: Write a program to find the sum of two integers without using '+' operator.

Q1.cpp Q2.cpp Q3.cpp Q4.cpp Q5.cpp Q6.cpp Q7.cpp Q8.cpp Q9.cpp Q10.cpp

```
1  #include<stdio.h>
2
3  main(){
4      int x, y, result;
5      printf("Enter two numbers here: \n");
6      scanf("%d %d", &x, &y);
7      result = x - (-y);
8      printf("the result is:\n%d-(-%d) = %d", x, y, result);
9  }
```

C:\Users\Admin\Documents\Programs\Q2.exe

```
Enter two numbers here:
15
15
the result is:
15-(-15) = 30
-----
Process exited after 9.393 seconds with return value 0
Press any key to continue . . .
```

Task 03: Take relevant inputs from the user according to formula and calculate the area of: (1). Circle (2) Square (3). Rectangle; Formulas:

Area of Circle = $\pi * \text{radius}^2$

Area of Square = length^2

Area of Rectangle = $\text{length} * \text{height}$

Q1.cpp	Q2.cpp	Q3.cpp	Q4.cpp	Q5.cpp	Q6.cpp	Q7.cpp	Q8.cpp	Q9.cpp	Q10.cpp
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```
1  #include<stdio.h>
2
3  main(){
4      float radius, sq_len, rect_len, height, Acirc, Asq, A_rect;
5      const float pi = 3.142;
6      printf("Enter Radius of the circle\n");
7      scanf("%f", &radius);
8      Acirc = pi * radius * radius;
9      printf("Area of circle = %0.3f\n\n", Acirc);
10
11     printf("Enter the length of the square\n");
12     scanf("%f", &sq_len);
13     Asq = sq_len * sq_len ;
14     printf ("Area of Square is: %0.3f\n\n", Asq);
15
16     printf("Enter length and the height of rectangle\n");
17     scanf("%f %f", &rect_len, &height);
18     A_rect = rect_len * height ;
19     printf("Area of rectangle is: %0.3f", A_rect);
20 }
```

```
Enter Radius of the circle
2
Area of circle = 12.568

Enter the length of the square
4
Area of Square is: 16.000

Enter length and the height of rectangle
4
2
Area of rectangle is: 8.000
-----
Process exited after 39.28 seconds with return value 0
Press any key to continue . . .
```

Task 04 Write a program to take a number as user input and the check the following conditions (1). Number is greater than 50. (2). Number is less than 50, (3). Number is equal to fifty.

```
1  #include<stdio.h>
2
3  main(){
4      float num; int check;
5      printf("Enter number here \t");
6      scanf("%f", &num);
7      printf("Note : (Yes=1 No=0)\n\n");
8      check = num > 50;
9      printf("Is number greater? = %d\n", check);
10     check = num < 50;
11     printf("Is number lesser? = %d \n", check);
12     check = num == 50;
13     printf("Is number equal to 50? = %d", check);
14 }
```

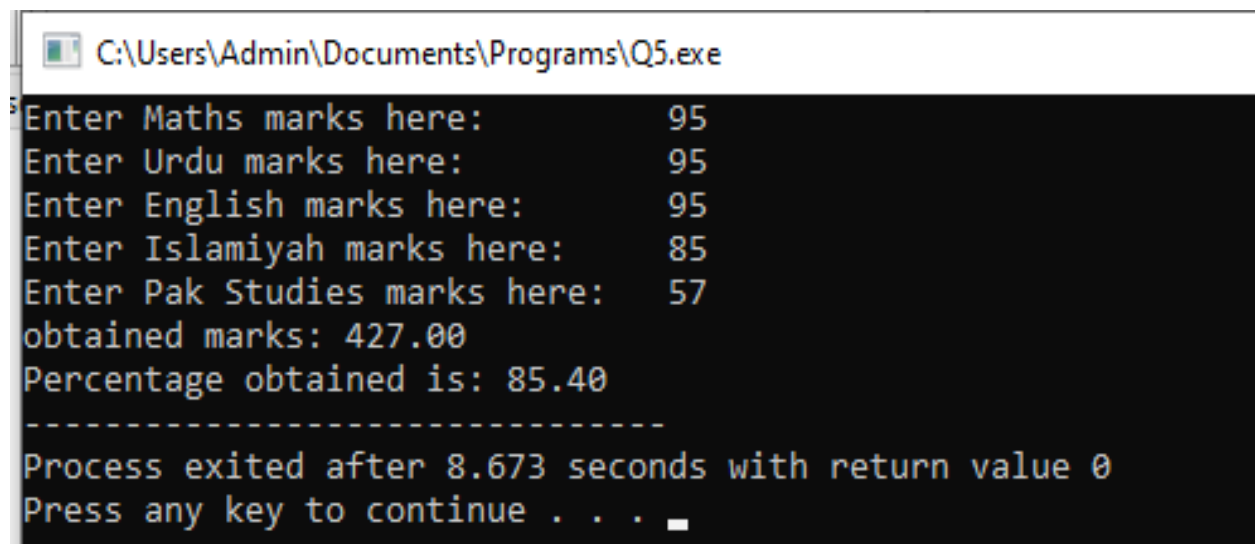
 C:\Users\Admin\Documents\Programs\Q4.exe

```
Enter number here      49
Note : (Yes=1 No=0)

Is number greater? = 0
Is number lesser? = 1
Is number equal to 50? = 0
-----
Process exited after 4.82 seconds with return value 0
Press any key to continue . . .
```

Task 05 A students' report card needs to be developed. Write a program that takes marks of 5 subjects each of 100 marks. The subjects are: 1. Math 2. Urdu 3. English 4. Islamiyah 5. Pakistan Studies Calculate the percentage and total marks obtained.

```
1  #include<stdio.h>
2
3  main()
4  {
5      float math, urdu, eng, isl, pst, percentage, obt_marks;
6      const int total_marks = 500;
7      printf("Enter Maths marks here: \t");
8      scanf("%f", &math);
9      printf("Enter Urdu marks here: \t");
10     scanf("%f", &urdu);
11     printf("Enter English marks here: \t");
12     scanf("%f", &eng);
13     printf("Enter Islamiyah marks here: \t");
14     scanf("%f", &isl);
15     printf("Enter Pak Studies marks here: \t");
16     scanf("%f", &pst);
17
18     obt_marks = math + urdu + eng + isl + pst;
19     printf("obtained marks: %0.2f\n", obt_marks);
20
21     percentage = (obt_marks / total_marks)*100;
22     printf("Percentage obtained is: %0.2f", percentage);
```



```
C:\Users\Admin\Documents\Programs\Q5.exe
Enter Maths marks here:          95
Enter Urdu marks here:          95
Enter English marks here:       95
Enter Islamiyah marks here:     85
Enter Pak Studies marks here:   57
obtained marks: 427.00
Percentage obtained is: 85.40
-----
Process exited after 8.673 seconds with return value 0
Press any key to continue . . .
```

Task 06 Write a C program that performs the following tasks: (1). Take hours from user, convert it into minutes and seconds. (2). Take years from user, convert it into weeks and days.

```
1 #include<stdio.h>
2
3 main(){
4     int hours, min, sec, year, week, days ;
5
6     printf("Enter hours here: ");
7     scanf("%d", &hours);
8     min = hours * 60;
9     sec = hours * 60 * 60;
10    printf("%d * 60 = %d minutes\n", hours, min);
11    printf("%d * 60 * 60 = %d seconds\n\n", hours, sec);
12
13    printf("Enter Years here: ");
14    scanf("%d", &year);
15    week = year * 52;
16    printf("%d * 52 = %d weeks\n", year, week);
17    days = week * 7;
18    printf("%d * 7 = %d days", week, days);
19
20 }
```

```
C:\Users\Admin\Documents\Programs\Q6.exe
Enter hours here: 3
3 * 60 = 180 minutes
3 * 60 * 60 = 10800 seconds

Enter Years here: 2
2 * 52 = 104 weeks
104 * 7 = 728 days
-----
Process exited after 5.235 seconds with return value 0
Press any key to continue . . .
```

Task 07 Write a program to swap 2 numbers using a third variable. For example: A = 2, B=4 After swap A=4, B=2

```
1  #include<stdio.h>
2
3  main(){
4      int a, b, swapper;
5      printf("Enter 2 numbers: ");
6      scanf("%d %d", &a, &b);
7      printf("Before swapping a=%d b=%d\n", a, b);
8      swapper = a ;
9      a = b ;
10     b = swapper ;
11     printf("After swapping a=%d b=%d", a, b);
12 }
```

C:\Users\Admin\Documents\Programs\Q7.exe

Enter 2 numbers: 10
25

Before swapping: a=10 b=25

After swapping: a=25 b=10

Process exited after 2.616 seconds with return value 0

Press any key to continue . . .

Task 08

Create a two-input truth table of AND gate, OR gate and Not gate using logical operators

```
1 #include<stdio.h>
2
3 main(){
4     int a, b, AND, OR, NOTa, NOTb;
5     printf("Enter 2 inputs( 0 or 1 only):\n");
6     scanf("%d %d", &a, &b);
7     AND = a && b;
8     OR = a || b;
9     NOTa = !(a) ;
10    NOTb = !(b) ;
11    printf("\na b AND OR NOTa NOTb\n%d %d %d %d %d %d",a ,b, AND, OR, NOTa, NOTb);
12 }
```

Enter 2 inputs(0 or 1 only):

0

1

a b AND OR NOTa NOTb

0 1 0 1 1 0

Process exited after 1.804 seconds with return value 0

Press any key to continue . . .

Task 09: Write a C program to Find out distance, coordinates of midpoint using distance formula, derived from Pythagorean Theorem and value of X by Quadratic formula, as follows: **Midpoint=** $((x2+x1)/2), ((y2+y1)/2))$

```
1  #include<stdio.h>
2  #include<math.h>
3
4  main(){
5      float x1, x2, y1, y2, distance, avgX, avgY;
6      printf("Enter x1 \n");
7      scanf("%f",&x1);
8      printf("Enter x2\n");
9      scanf("%f",&x2);
10     printf("Enter y1\n");
11     scanf("%f",&y1);
12     printf("Enter y2\n");
13     scanf("%f",&y2);
14
15     distance = sqrt((x2-x1)*(x2-x1) + (y2-y1)*(y2-y1));
16     printf("The distance between the two points is: %0.2f\n", distance);
17
18     avgX = (x2+x1)/2;
19     avgY = (y2+y1)/2;
20     printf("The mid point of the coordinates is (%0.1f , %0.1f)", avgX,avgY);
```

```
C:\Users\Admin\Documents\Programs\Q9.exe
Enter x1
4
Enter x2
2
Enter y1
10
Enter y2
6
The distance between the two points is: 4.47
The mid point of the coordinates is (3.0 , 8.0)
-----
Process exited after 9.486 seconds with return value 0
Press any key to continue . . .
```

Task 10:

Write a C program to Find the Roots of a Quadratic Equation. Take user input values of b, a, c:

$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$ Given ($a \neq 0$).

Q10.cpp

```
1  #include<stdio.h>
2  #include<math.h>
3
4  main(){
5      float a, b, c, d, x1 , x2;
6      printf("Enter value of a: ");
7      scanf("%f",&a);
8      printf("Enter value of b: ");
9      scanf("%f",&b);
10     printf("Enter value of c: ");
11     scanf("%f",&c);
12
13     if(a==0){
14         printf("Roots are imaginary.");
15     }
16     else {
17         d = (b*b)-(4*a*c);
18         x1 = (-b + sqrt(d))/(2*a);
19         x2 = (-b - sqrt(d))/(2*a);
20         printf("\nRoots are (x1, x2) = (%0.2f , %0.2f)",x1,x2);
21     }
22
23 }
```

C:\Users\Admin\Documents\Programs\Q10.exe

Enter value of a: -2

Enter value of b: -9

Enter value of c: 35

Roots are (x1, x2) = (-7.00 , 2.50)

Process exited after 5.805 seconds with return value 0

Press any key to continue . . .