- 1. Write an algorithm to accept two numbers and display their sum
- 2. Write an algorithm to calculate area and perimeter of Square
- 3. Write an algorithm to calculate area and circumference of Circle.
- 4. Write an algorithm to calculate simple intrest. Note: accept required information from user

Decision making statement

- 5. Write an algorithm to accept two numbers, and one of the following operators +, -, *, /. Perform the given operation and display result.
- 6. Write an algorithm to accept two numbers and display greater number
- 7. Write an algorithm to accept four numbers and display smallest and largest number
- 8. Write an algorithm to accept a number and decide wheather it is an odd or even number
- 9. Write an algorithm to accept a number and display wheather it is divisble by 5 and 7.
- 10. Write an alogorithm to accept four digit year and display wheather it is leap year
- 11. Write an algorithm to accept a number between 1 to 7 and display corresponding week day. Note: Conside Sunday as the first day of week.
- 12. Write an algorithm to accept a number between 1 to 12 and display corresponding year.
- 13. Write an algorithm to display age in years, months and days.

 Note: Accept birth date and today's date in format mm, dd and yyyy
- 14. Write a program to calulate time reaced to given destinantion. Accept following details from the user
 - a. Name of destination
 - b. Distance to destination
 - c. Speed per Kilometer
 - d. No of breaks in journey
 - e. Time per break
- 15. Write a program to display minimum denominations for a given value.

Note: Consider denominations of 500, 100, 50, 20, 10, 5, 2, 1

example:
$$1488 = (500 * 2) + (100 * 4) + (50 * 1) + (20 * 1) + (10 * 1) + (5 * 1) + (2 * 1) + (1 * 1)$$

Loops

16. Write an alogorithm to accept name and display the same for 15 times

- 17. Modify above program to accept name and number. Display name for given number of times
- 18. Write an algorithm to accept two numbers from user and display all numbers between those numbers

Example: If user enters 3 and 9 progam should display numbers 3,4,5,6,7,8 and 9

19. Write an algorithm to display following pattern

- 20. Modify above algorith to accept a number (between 1 to 9) from user and display above pattern accordingly.
- 21. Write an algorithm to display following pattern

22. Write an algorithm to display following pattern

111111111

23. Write an algorithm to display following pattern

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24. Write an algorithm to display following pattern

25. Write an algorithm to display following pattern

Note: There are nine * in first line

******** ***** ***** ***

26. Write an algorithm to display following pattern

Note: There are nine * in last line

*

27. Modify above algorithms two algorithms to accept number from user (less than 19) and display above patterns

Note: Number of * in first and last line would depend on number entered by user

28. Write an algorithm to display numbers 10 to 1 in reverse order.

Note: Ouput should be 10, 9, 8, 7,, 2, 1

29. Write an algorithm to accept number and display its table.

Note: If user enters 7 output should be as follows

 $7 \times 1 = 7$

 $7 \times 2 = 14$

 $7 \times 3 = 21$

7 X 4 = 28

 $7 \times 10 = 70$

- 30. Modiy above algorithm to accept two numbers and display table of numbers between them. Note: If user enters 3 and 7. Display table of 4,5 and 6
- 31. Write an algorithm to display 10 numbers that are divisble by 5 and 7
- 32. Modify above algorithm to accept two numbers from user and display all numbers between them that are divisble by 3

Arrays

- 33. Write an algorithm to accept 10 numbers and display in ascending order. Also display the same numbers in descending order.
- 34. Write an algorithm to accept string from user and display number of characters in it Note: Assumer that last character of a string is '\0' (\zero)
- 35. Write an algorithm to accept string from user and a single character. Display how many times given character occurs in a given string.
- 36. Write an algorithm to accept a string and display whether it is a playdrome Note: Playdrom is a string that reads same in opposite direction for eample. Madam
- 37. Write an algorithm to accept number between 0 to 20 and display in words Example: If user enters 8 output should be "Eight"
- 38. Write an algorithm to accepts 10 words and display them first in asending order and then in desending order
- 39. General
- 39. Write an algorithm to accept current time in 24 hrs (HH:MM) and minutes from user and display time before and after given minutes.

 Example: if given time is 18:45 and minutes is 50 output should be 17:55 and 19:35
- 40. Modify above algorithm to accept time in 12 hrs and display output in 24 hrs Example: if given time is 6:45 pm and minutes is 50 output should be 17:55 and 19:35
- 41. Modify above algorithm to accept time in 12 hrs and display output in 12 hrs Example: if given time is 6:45 pm and minutes is 50 output should be 5:55 pm and 7:35 pm

42. Write an algorithm to accept current date and number of days. Display date before and after given days.

Example: if given date is 13th November, 2008 and number of days is 13 output should be 30th October, 2008 and 26th November 13, 2008

- 43. Write an algorithm to accept following inputs and display calender of given month.
 - f. Month in number
 - g. Year in number
 - h. Day on 1st of given month and year
- 44. Write an algorithm to display calendar of given month and year (greater than 1980). Note: Assume 1st January, 1980 was on Thuesday.
- 45. Write an algorithm to accept date greate than 1st January, 1980 and display day of that date. Example: If given date is 12th November, 2008 output should be Wednesday.
- 46. Write an algorithm for currency conversion. Accept following details from user
 - i. FromCurrency
 - j. ToCurrency
 - k. Amount to convert (say X)
 - 1. Currency rate (say R)
 - m. Commission (say C) is as follows

 $0000 > Amt \le 500 - 2\%$ on Amt to convert

 $0500 > Amt \le 1500 - 3\%$ on Amt to convert

 $1500 > Amt \le 2500 - 4\%$ on Amt to convert

Amt > 2500 - 5% on Amt to convert

Output should be

Amount: X FromCurrency Rate: R FromCurrency

Commission: C FromCurrency Total Amount: in ToCurrency