

1. Print "your name-SOA University".

```
#include <stdio.h>

int main() {

    Char name[30]="Sreyash Mishra";

    printf("%s-SOA University" ,name);

    return 0;

}
```

Output:

**Sreyash Mishra-SOA University**

2.print your name,mobile number and email id in different lines.

```
#include <stdio.h>

int main() {

printf("Name:Sreyash Mishra\n");

printf("Mobile no:7766007738\n");

printf("Email id:sreyashmishra8580@gmail.com\n");

return 0;

}
```

Output:

```
Name:Sreyash Mishra
Mobile no:7766007738
Email id:sreyashmishra8580@gmail.com
```

3. Get int,float and char as input,then print the same.

```
#include <stdio.h>

int main() {

    char a[100];

    int b;

    float c;

    printf("Enter the integer value :");

    scanf("%d", &b);

    printf("Enter the decimal value :");

    scanf("%f", &c);

    printf("Enter the character value :");

    scanf("%s", &a);

    printf("\t entered values\n integer-%d\n decimal-%d\n character-%s",b,c,a);

    return 0;

}
```

Output:

```
Enter the decimal value :123.00
Enter the character value :hello
entered values
integer-123
decimal-123.0000
character-hello
```

#### 4.Find the cube of the given number.

```
#include <stdio.h>

int main() {

    int number,cube;

    printf("enter a number:");

    scanf("%d",&number);

    cube=number*number*number;

    printf("cube of a number is %d",cube);

    return 0;

}
```

Output:

```
enter a number:3
cube of a number is 27
```

5.Find the sum of five given numbers.

```
#include <stdio.h>

int main() {

int number1, number2,number3,number4,number5,sum;

printf(" Enter five integer values  ");

scanf("%d %d %d %d %d", &number1, &number2, &number3, &number4, &number5);

sum = number1 + number2 + number3 + number4 + number5;

printf(" Sum of the five integer values is %d", sum);

return 0;

}
```

Output:

```
Enter five integer values  10 11 12 13 14

Sum of the five integer values is 60
```

6.Find a student average mark given mark1 and mark2.

```
#include <stdio.h>

int main() {

    float marks1, marks2, average;

    printf("Enter mark 1 :");

    scanf("%f", &marks1);

    printf("Enter mark 2 :");

    scanf("%f", &marks2);

    average = (marks1 + marks2) / 2;

    printf("Average : %0.2f\n", average);

    return 0;

}
```

Output:

```
Enter mark 1 :50
```

```
Enter mark 2 :80
```

```
Average : 65.00
```

7. Calculate the total fine charged by library for late -return books. The charge is 0.20 INR for 1 day.

```
#include<stdio.h>

int main() {

    double fine=0.20;

    int n;

    printf("Enter the number of days late");

    scanf("%d",&n);

    fine=0.20*n;

    printf("total fine=%f" ,fine);

    return 0;

}
```

Output:

```
Enter the number of days late 20
20
total fine=4.000000
```

8.You had bought a nice shirt which cost Rs.29.90 exclusive of 15% discount.Count the net price for the shirt.

```
#include <stdio.h>

int main() {

    float cost=29.90;

    float discount=0.15;

    float discounted_cost,idc;

    idc=cost*discount;

    discounted_cost=cost-idc;

    printf("The discounted cost price for the shirt is: %0.2f INR",discounted_cost);

    return 0;

}
```

Output:

```
The discounted cost price for the shirt is: 25.41 INR
```



## 9.Swap two numbers with third variable.

```
#include <stdio.h>

int main() {

    int a, b, temp;

    printf("Enter two numbers a and b ");

    scanf("%d %d", &a, &b);

    temp = a;

    a = b;

    b = temp;

    printf("\n After swapping \na = %d\nb = %d\n", a, b);

    return 0;

}
```

Output:

```
Enter two numbers a and b 20 25
```

```
After swapping
```

```
a = 25
```

```
b = 20
```

## 10.Swap two numbers without third variable(By + and -(or) By \* and /).

```
#include <stdio.h>

int main() {

    int a, b;

    printf("Enter two numbers a and b \n");

    scanf("%d %d",&a ,&b);

    printf("\n Before swapping a = %d and b =%d", a, b);

    a = a * b;

    b = a / b;

    a = a / b;

    printf("\n After swapping a = %d and b =%d", a, b);

    return 0;

}
```

Output:

```
Enter two numbers a and b
5 10
Before swapping a = 5 and b =10
After swapping a = 10 and b =5
```