

DAY 1

1.Generation of number series 1,2,3, 4, N

ALGORITHM:

Step1: start the program.

Step2: Give input or limit say n.

Step3: Using for loop, check the condition

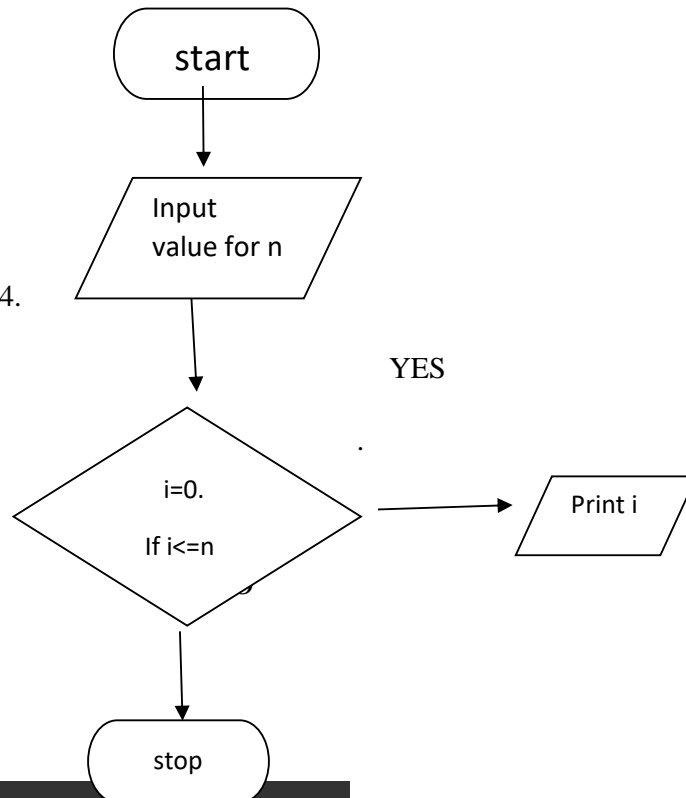
IF condition is TRUE, GO TO step 4.

ELSE, GO TO step 5.

Step4: print n

Step5: go to step3.

Step6: stop the program.



```
#include <stdio.h>
int main()
{
    int i, n;
    printf("Enter any number: ");
    scanf("%d", &n);
    printf("Natural numbers from 1 to %d : \n", n);

    for(i=1; i<=n; i++)
    {
        printf("%d\n", i);
    }
    return 0;
}
```

19
20
21
22

2.Summing up series 1+2+3+4..... +n

ALGORITHM:

Step1: start the program.

Step2: Give input n .

Step3: initialize sum=0.

Step4: use for loop,i<=n.

 If true go to step 5.

 Else go to step7 .

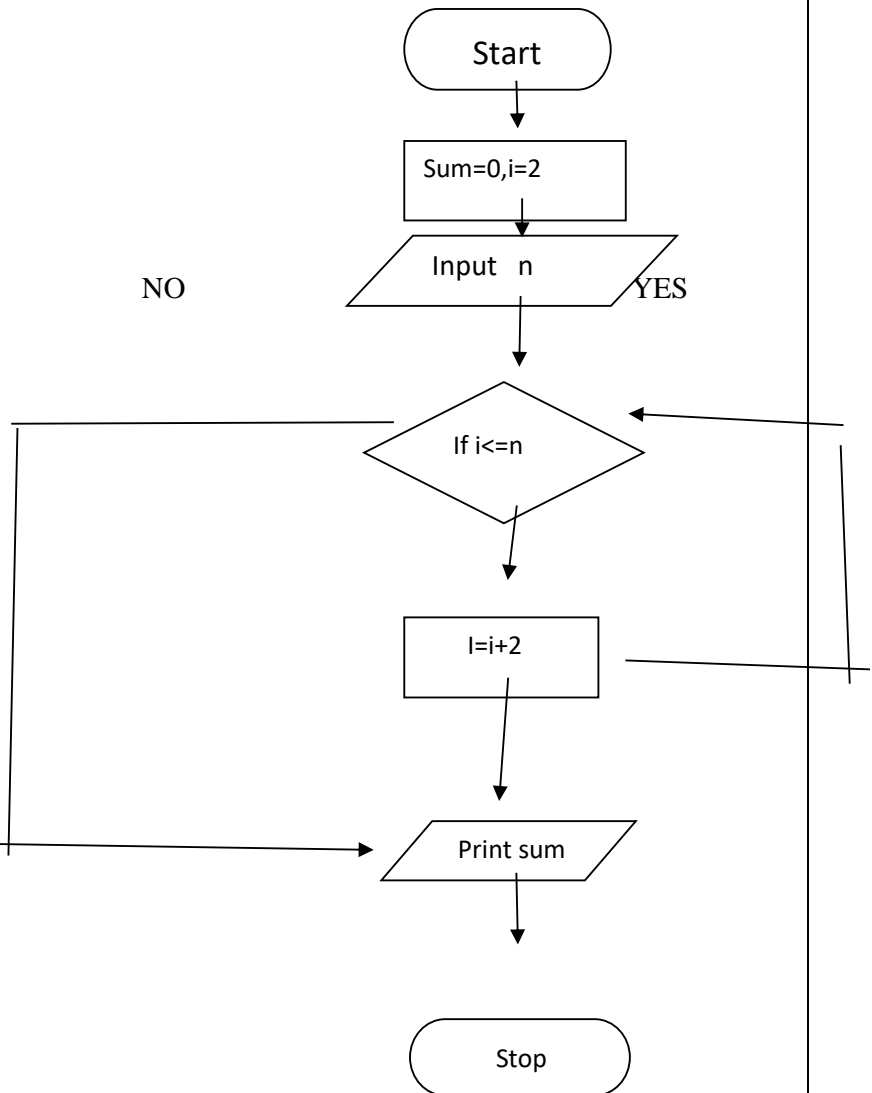
step5:sum=sum+i.

Step6: print sum.

Step7: stop

```
8
9  #include<stdio.h>
10 int main()
11 {
12     int n, sum=0;
13
14     printf("Enter n value: ");
15     scanf("%d",&n);
16
17     for(int i=1; i<=n; i++)
18     {
19         printf("%d+",i);
20         sum += i; //sum = sum + i;
21     }
22
23     printf("\b=%d",sum);
24
25     return 0;
26 }
27
```

```
Enter n value: 2
1+2=3
```



3 Generation of even number series 2, 4, 6,n

ALGORITHM:

Step1: start the program.

Step2: Give input or limit say n.

Step3: Using for loop, check the condition

IF condition is TRUE, GO TO step 4.

ELSE, GO TO step 5.

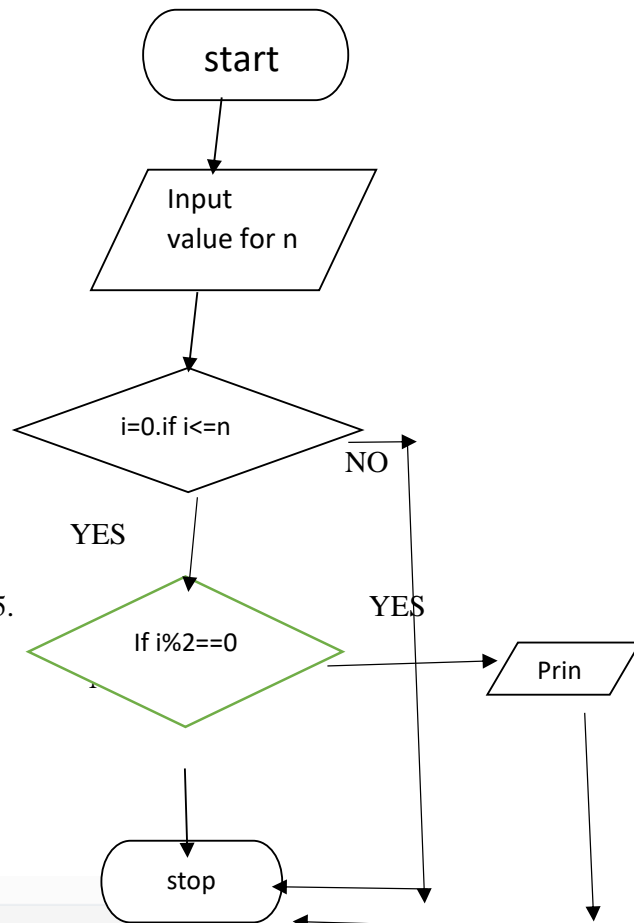
Step4: check the condition $i \% 2 == 0$.

IF condition is TRUE, GO TO STEP 5.

ELSE, GO TO step 6.

Step5: print n.

Step6: stop the program.



main.c	Output
<pre>1 #include <stdio.h> 2 3 int main() 4 { 5 int i, n; 6 7 printf("Print all even numbers till: "); 8 scanf("%d", &n); 9 10 printf("Even numbers from 1 to %d are: 11 \n", n); 12 13 for(i=1; i<=n; i++) 14 { 15 16 if(i%2 == 0) 17 { 18 printf("%d\n", i); 19 } 20 } 21 22 return 0; 23 }</pre>	<pre>/tmp/tMdn6zm1B.o Print all even numbers till: 10 Even numbers from 1 to 10 are: 2 4 6 8 10</pre>

4. Generation of ODD number series 1, 3, 5,

ALGORITHM:

Step1: start the program.

Step2: Give input or limit say n.

Step3: Using for loop, $i \leq n$

IF condition is TRUE, Go To step 4.

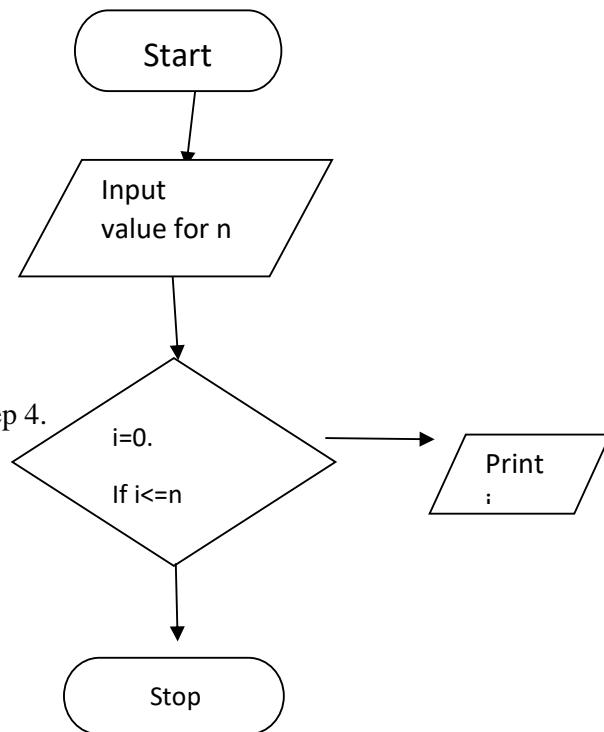
ELSE, Go To step 5.

Step4: if $i \% 2$ not equal to 0.

Then print i.

Else, go to step 5

Step5: stop the program



The screenshot shows a C program in a code editor and its output. The code defines a function `main` that takes an integer `n` as input and prints all odd numbers from 1 to `n`. The output shows the program running successfully, displaying the odd numbers from 1 to 10.

```
ain.c
#include <stdio.h>

int main()
{
    int i, n;

    printf("Print all Odd numbers till: ");
    scanf("%d", &n);

    printf("odd numbers from 1 to %d are: \n", n);

    for(i=1; i<=n; i++)
    {
        if(i%2 != 0)
        {
            printf("%d\n", i);
        }
    }
}
```

Output

```
/tmp/PwBX6GGgXR.o
Print all Odd numbers till: 10
odd numbers from 1 to 10 are:
1
3
5
7
9
|
```

5 Generation of Fibonacci series 0, 1, 1, 2, 3, 5, 8,n

ALGORITHM:

Step1: start the program.

Step2: Give input say n.

Step3: input a=0,b=1,count=2

Step4: print a,b.

Step5:check count.

IF count>n,THEN GO TO step12.

Step6: next=a+b.

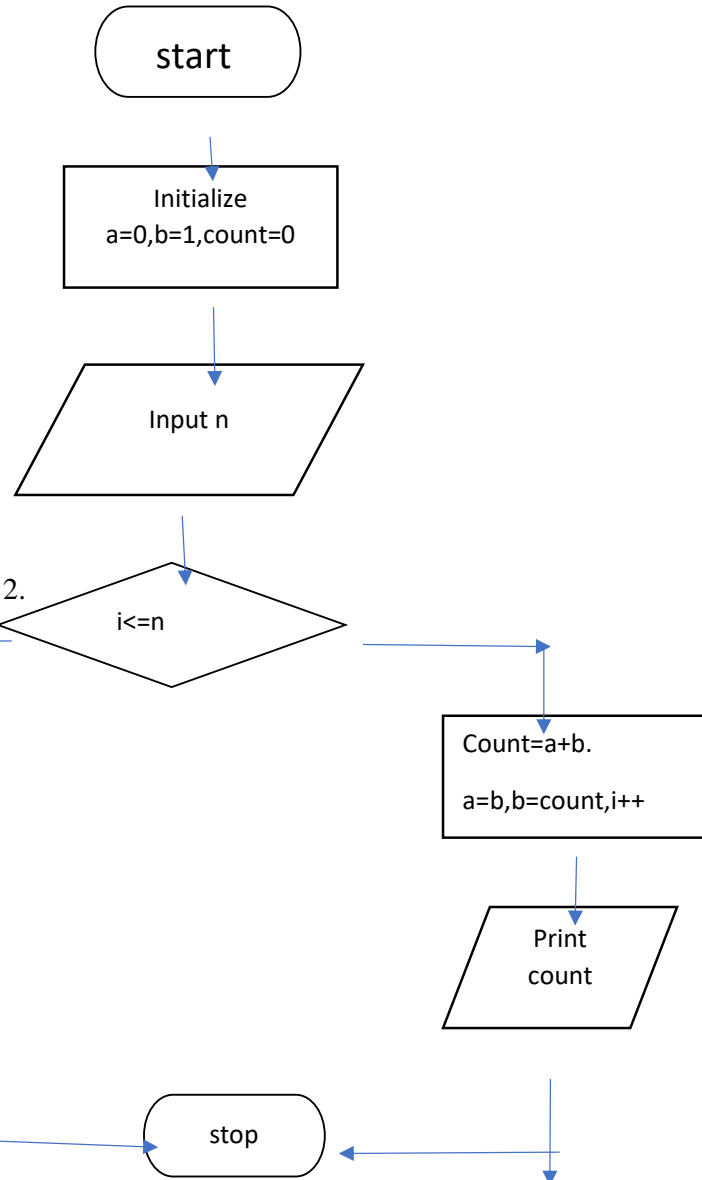
Step7:print next.

Step8:a=b.

Step9:b=next

Step10:count=count+1.

Step11:GO TO step 4.



```
1 #include <stdio.h>
2 int main()
3 {
4     int i, n;
5     int t1 = 0, t2 = 1;
6     int nextTerm = t1 + t2;
7     printf("Enter the number of terms: ");
8     scanf("%d", &n);
9     printf("Fibonacci Series: %d, %d, ", t1,
10         t2);
11     for (i = 3; i <= n; ++i) {
12         printf("%d, ", nextTerm);
13         t1 = t2;
14         t2 = nextTerm;
15         nextTerm = t1 + t2;
16     }
17     return 0;
18 }
```

/tmp/tMdfn6zmiB.o
Enter the number of terms: 10
Fibonacci Series: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34,

6 Summing up Even Number series

ALGORITHM:

step1: start

step2: input value of N

step3: $i=1, \text{sum}=0$

step4: if($i > n$) then go to step-8

ENDIF

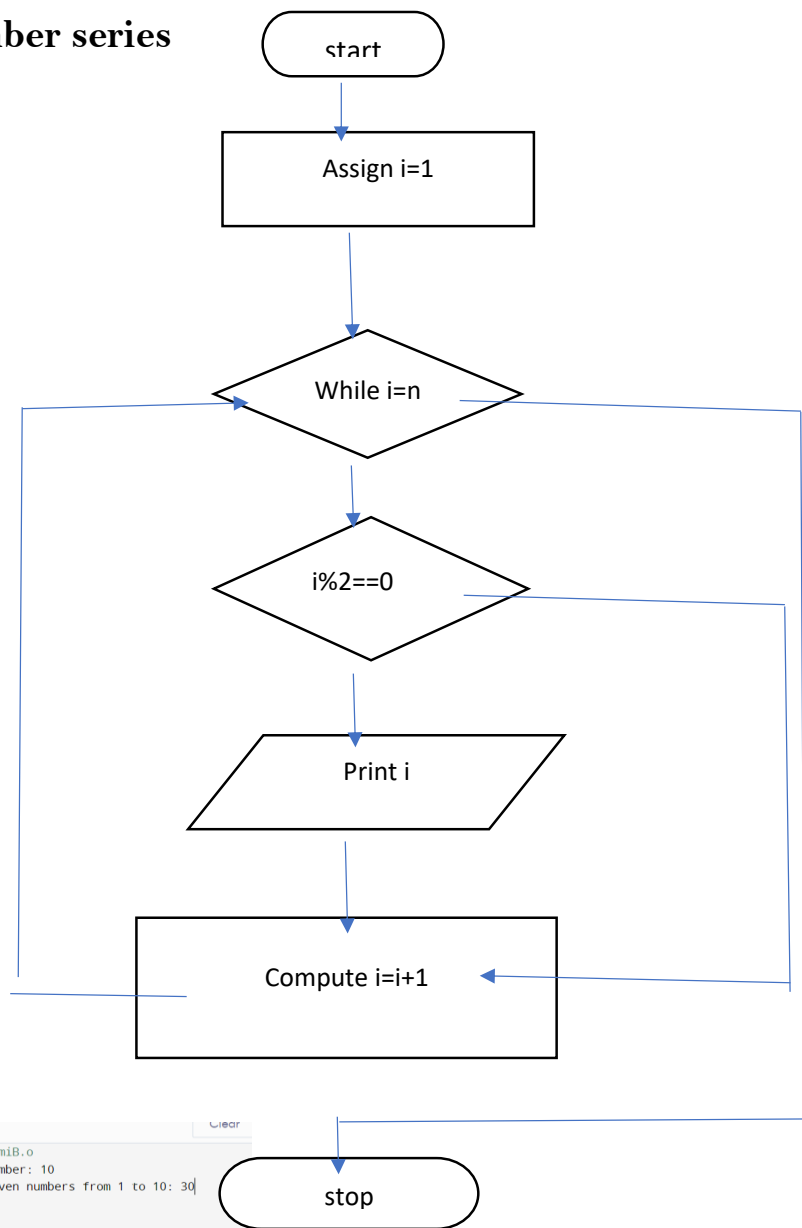
step5: $\text{Sum} = \text{sum} + 1$

step6: $i = i + 1$

step7: GO TO STEP-4

step8: display value of sum

step9:



main.c	Output
<pre>1 #include <stdio.h> 2 int main() 3 { 4 int i, n, sum=0; 5 printf("Enter any number: "); 6 scanf("%d", &n); 7 for(i=2; i<=n; i+=2) 8 { 9 sum += i; 10 } 11 printf("Sum of all even numbers from 1 12 to %d: %d", n, sum); 13 return 0; 14 }</pre>	<pre>/tmp/tMdjn6zmiB.o Enter any number: 10 Sum of all even numbers from 1 to 10: 30</pre>

7 Summing up cubes of n numbers

ALGORITHM:

Step1: start the program.

Step2: Give input n .

Step3: initialize sum=0,m.

Step4: use for loop,i<=n.

If true go to
step 5.

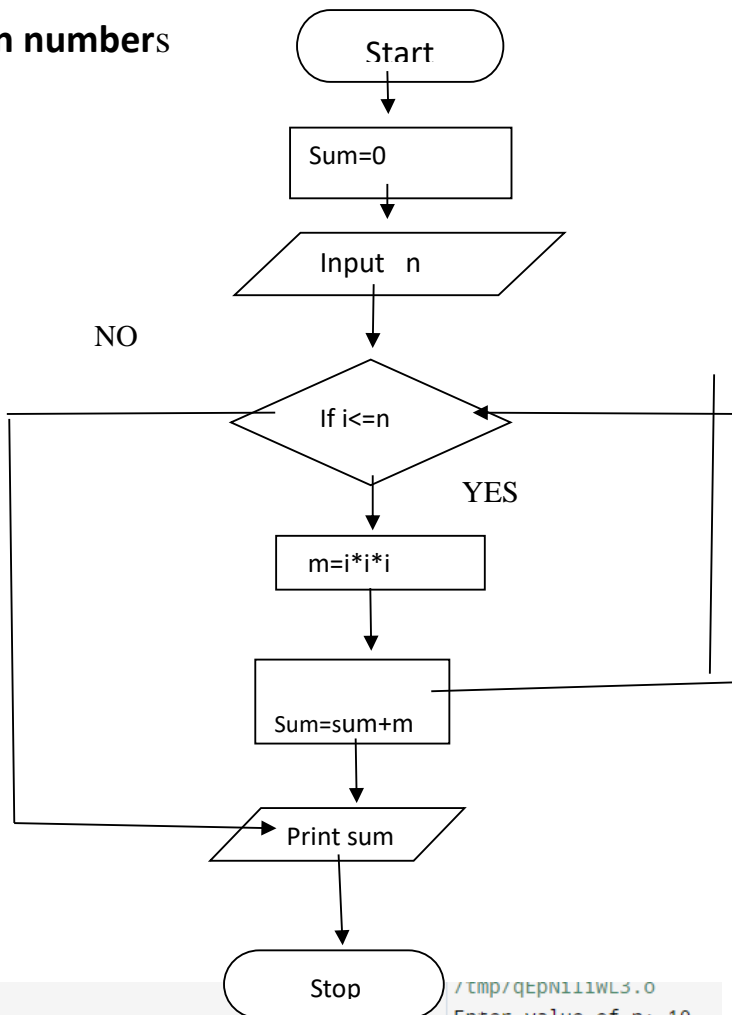
Else go to step7 .

step5:m=i*i*i.

Step6: sum=sum+m

Step8: print sum

Step9:stop



```
#include<stdio.h>
long cube_sum_n_natural(int n) {
    long sum = 0;
    int i;
    for (i = 1; i <= n; i++) {
        sum += i * i * i; //cube i and add it with sum
    }
    return sum;
}

int main()
{
    int n;
    printf("Enter value of n: ");
    scanf("%d", &n);
    printf("Result is: %ld", cube_sum_n_natural(n));
    return 0;
}
```

```
/tmp/qEPN111WL3.0
Enter value of n: 10
Result is: 3025
```

8 Finding whether the given integer is odd or even

ALGORITHM:

Step1: start

Step2: input say n.

Step3: using IF,check the condition.

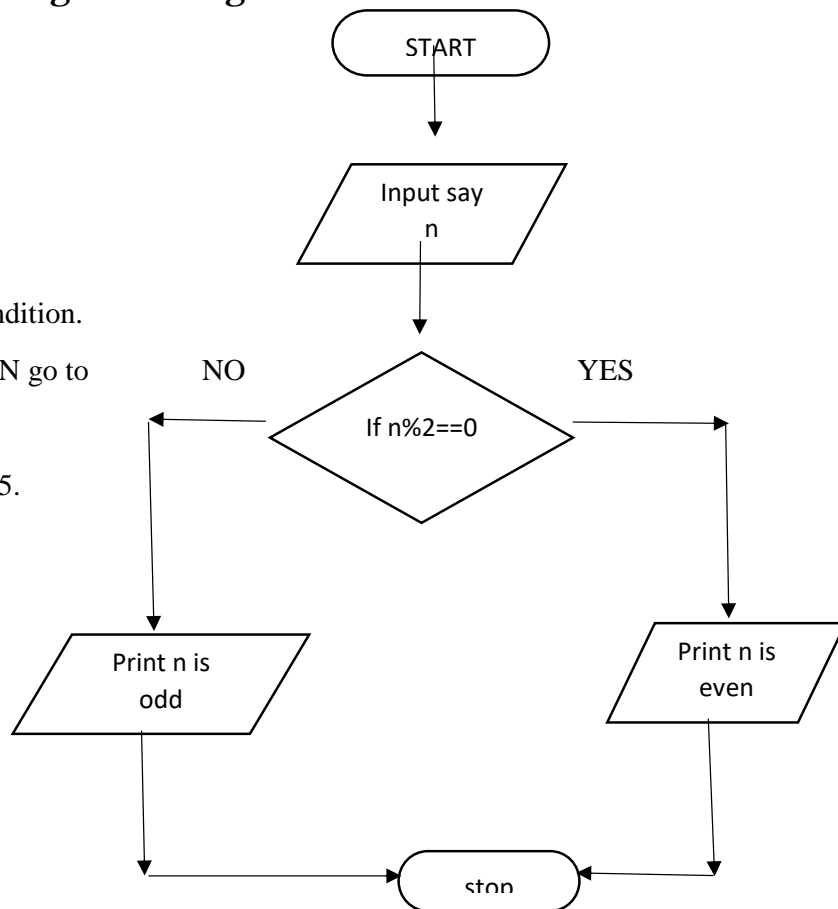
IF $n \% 2 == 0$, THEN go to
step 4.

ELSE go to step 5.

Step4: print n is even.

Step5: print n is odd.

Step6: stop



main.c	Output
<pre>1 #include <stdio.h> 2 int main() { 3 int num; 4 printf("Enter an integer: "); 5 scanf("%d", &num); 6 7 // true if num is perfectly divisible by 8 2 9 if(num % 2 == 0) 10 printf("%d is even.", num); 11 else 12 printf("%d is odd.", num); 13 return 0; 14 }</pre>	<pre>/tmp/Sa4tb0Uhh4.o Enter an integer: 2 2 is even.</pre>

DAY 2

1 program to convert decimal to hexa decimal

Algorithm:

Step 1: Input NUM

Step 2: LEN = 0 & Y=NUM

Step 3: While (Y > 0)

HEXD[LEN]=Y%16

Y=Y/16 LEN++

Step 4: for(I=LEN-1;I>-1;I--)

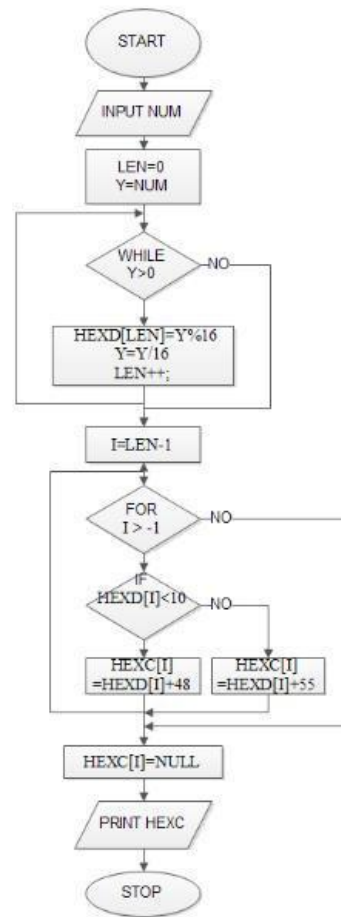
IF(HEXD[I]=HEXD[I]+48

ELSE

HEXC[I]=HEXD[I]+55;

Step 5: HEXC[I]=NULL

Step 6: Print HEX



```
1 #include<stdio.h>
2 int main() {
3     long int num_decimal, remainder, quotient;
4     int a = 1, b, var;
5     char hexanum_decimal[100];
6     printf(" Please enter decimal number here : ");
7     scanf("%ld", &num_decimal);
8     quotient = num_decimal;
9     while(quotient != 0) {
10        var = quotient % 16;
11        if(var < 10)
12            var = var + 48;
13        else
14            var = var + 55;
15        hexanum_decimal[a++] = var;
16        quotient = quotient / 16;
17    }
18    printf(" The equivalent hexadecimal value of decimal number is %ld : ",
19           num_decimal);
20    for(b = a - 1; b > 0; b--)
21        printf("%c", hexanum_decimal[b]);
22    return 0;
23 }
```

```
/tmp/GZE3zr0onE.o
Please enter decimal number here : 23
The equivalent hexadecimal value of decimal number is 23 : 17
```

2)program to convert hexadecimal to decimal

Algorithm:

Step 1: start

Step2:dec=0,i=0

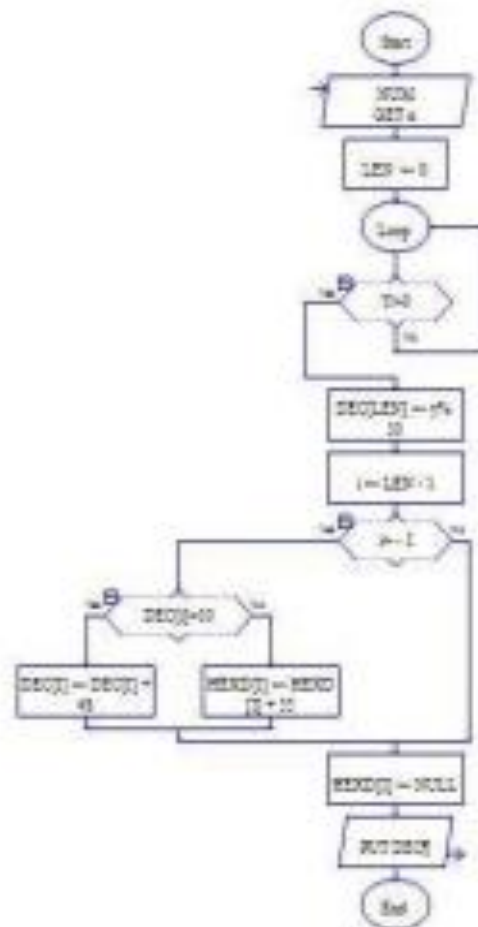
Step 3:enter the octal value

Step 4:if oct=0,then print dec

Step 5:if no dec=dec+(oct%i)

Step 6:print dec

Step 7:sto



```
1 //Hexadecimal to decimal
2 #include<iostream>
3 #include<string>
4 // Hexadecimal to decimal
5 int a = 0;
6 int decimal = 0;
7 int i = 0;
8
9 // Hexadecimal to decimal
10 int main() {
11     // converting string to appropriate decimal form
12     string hex;
13     cin >> hex;
14     int len = hex.length();
15     for (int i = 0; i < len; i++) {
16         int digit = hex[i] - '0';
17         if (digit < 0 || digit > 15) {
18             cout << "Invalid input" << endl;
19             return 0;
20         }
21         decimal = decimal * 16 + digit;
22     }
23     cout << "Decimal: " << decimal << endl;
24     return 0;
25 }
```

Output:

```
Input: 1A2B3C4D
Output: 286453568
```

3)program to convert decimal to octal

ALGORITHM:

Step 1:start

Step 2:read the decimal number from the user, say 'd'

Step 3:initialise the octal number , octal =0

Step 4:initialise i=1

Step 5:repeat while d!=0:

Step 5.1: extract the remainder by: remainder =d%8

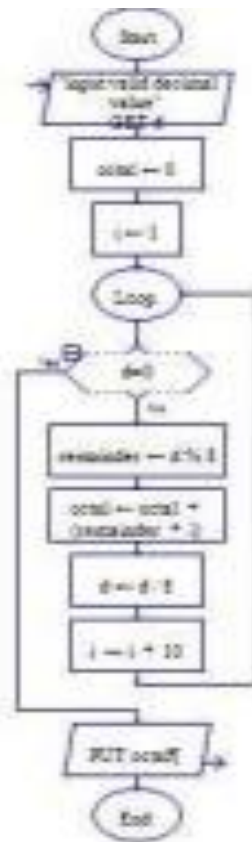
Step 5.2: octal=octal+(remainder*i)

Step 5.3: d= d/8

Step 5.4: i=i*10

Step 6:display the octal number

Step 7:stop



```
1 #include <stdio.h>
2
3 long DecimalToOctal(long number)
4 {
5     long octalNumber = 0, i = 1;
6     int remainder;
7     while(number != 0)
8     {
9         remainder = number % 8;
10        number = number / 8;
11        octalNumber = octalNumber + (remainder * i);
12        i = i * 10;
13    }
14    return octalNumber;
15 }
16
17 int main()
18 {
19     int number;
20     printf("\n Please Enter the Number You want to Convert : ");
21     scanf("%d", &number);
22
23     long oct = DecimalToOctal(number);
24     printf("\n Equivalent Octal Number of %d = %ld", number, oct);
25
26     return 0;
27 }
```

Output:

```
C:\pp\java\bin>
Please Enter the Number You want to Convert : 22
Equivalent Octal Number of 22 = 26
```

4) Program to convert octal to decimal

ALGORITHM

Step 1: Start

Step 2: Read the decimal number from the user, say 'd'

Step 3: Initialise the octal number, octal=0

Step 4: Initialise i=1

Step 5: Repeat while d != 0:

Step 5.1: Extract the remainder by:

remainder = d % 8

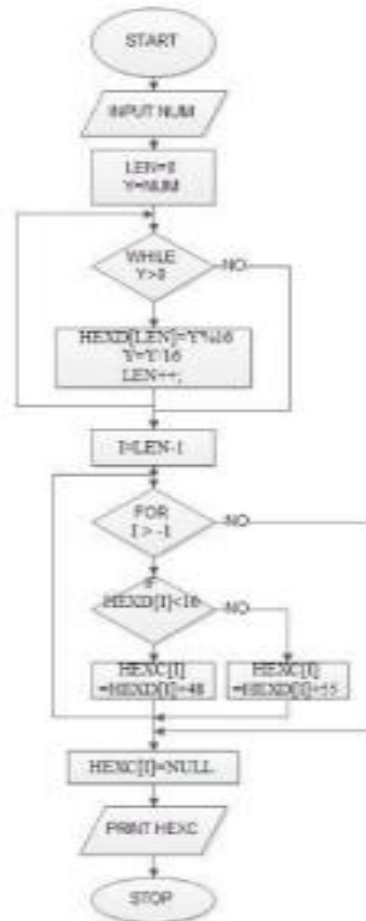
Step 5.2: octal = octal+ (remainder * i)

Step 5.3: d = d/8

Step 5.4: i = i * 10

Step 6: Display the octal number

Step 7: Stop



```
1 #include <iostream>
2 int main()
3 {
4     long int decimalNumber;
5     print<> "Enter any decimal number: ";
6     scanf("%ld", &decimalNumber);
7     print<> "Equivalent hexadecimal number is: ", decToHex(decimalNumber);
8     return 0;
9 }
```

5) Program to convert binary to decimal

ALGORITHM:

Step 1: Start

Step 2: Read the binary number from the user, say 'n'

Step 3: Initialize the decimal number, d=0

Step 4: Initialize i=0

Step 5: Repeat while n != 0:

Step 5.1: Extract the last digit by: remainder = n
% 10

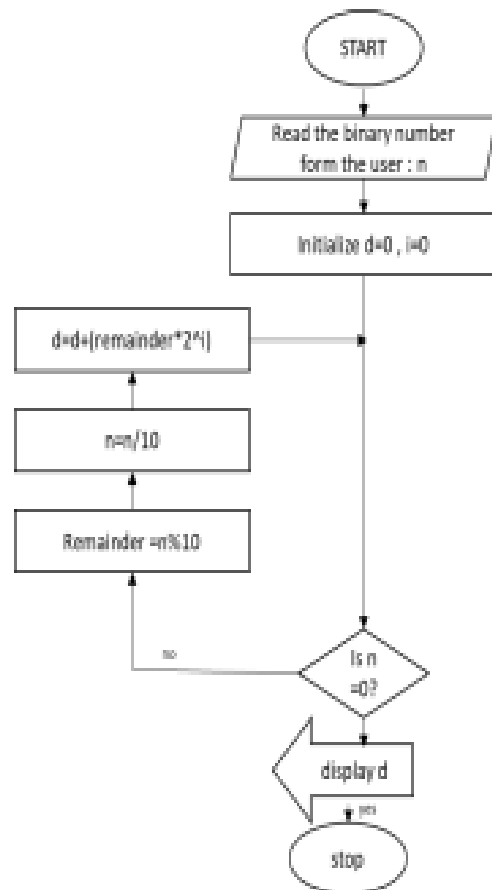
Step 5.2: n = n/10

Step 5.3: d = d + (remainder * 2ⁱ)

Step 5.4: Increment i by 1

Step 6: Display the decimal number, d

Step 7: Stop



```
1 //
2 #include <iostream>
3 using namespace std;
4
5 int main()
6 {
7     int octalNumber;
8     cout << "Enter an octal number: ";
9     scanf("%d", &octalNumber);
10    cout << "Octal number = " << octalNumber << " in decimal = " << convertOctalToDecimal(octalNumber) << endl;
11    return 0;
12 }
13
14 long long convertOctalToDecimal(int octalNumber)
15 {
16     int decimalNumber = 0, i = 0;
17     while(octalNumber != 0)
18     {
19         decimalNumber += (octalNumber%10) * pow(8, i);
20         ++i;
21         octalNumber /= 10;
22     }
23     i = 1;
24     return decimalNumber;
25 }
```

The screenshot shows a C++ program in a code editor. The program prompts the user to enter an octal number, reads it, and then calls a function `convertOctalToDecimal` to convert it to decimal. The function uses a loop to extract each digit of the octal number, multiplies it by the appropriate power of 8, and accumulates the result. The output shows the octal number 127 being converted to the decimal number 107.

6)write a program for binary addition

ALGORITHM:

Step 1: start

Step 2: enter 1 st binary value n1

Step 3: enter 2 nd binary value n2

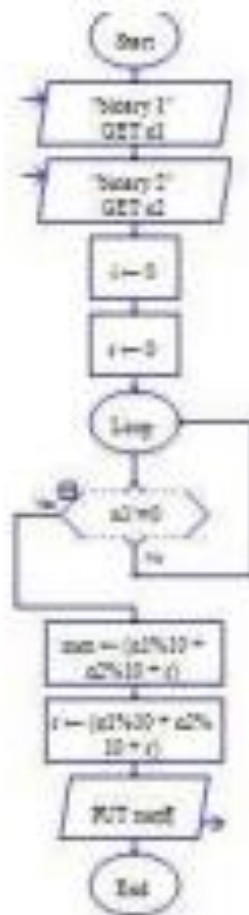
Step 4 : $i=0$,remainder $r=0$

Step 5 : $sum=(n1 \% 10 + n2 \% 10 + r)$
and $r=(n1 \% 10 + n2 \% 10 + r) / 10$

Step 6: $n1 = n1 / 10$ and $n2 = n2 / 10$

Step 7 : print sum

Step 8 : stop



```
1 #include <iostream>
2
3 int main()
4 {
5     long binary1, binary2;
6     int i = 0, remainder = 0, sum[20];
7
8     printf("Enter the first binary number: ");
9     scanf("%ld", &binary1);
10    printf("Enter the second binary number: ");
11    scanf("%ld", &binary2);
12    while (binary1 != 0 || binary2 != 0)
13    {
14        sum[i++] = (binary1 % 10 + binary2 % 10 + remainder) % 2;
15        remainder = (binary1 % 10 + binary2 % 10 + remainder) / 2;
16        binary1 = binary1 / 10;
17        binary2 = binary2 / 10;
18    }
19    if (remainder != 0)
20    {
21        sum[i++] = remainder;
22        --i;
23    }
24    printf("Sum of two binary numbers: ");
25    while (i >= 0)
26    {
27        printf("%d", sum[i--]);
28    }
29    return 0;
30 }
```

Output

```
./program11kaj.c
Enter the first binary number: 10100
Enter the second binary number: 10101
Sum of two binary numbers: 11111
```

7)write a program for binary subtraction

ALGORITHM:

Step 1: start

Step 2: get binary n1,n2

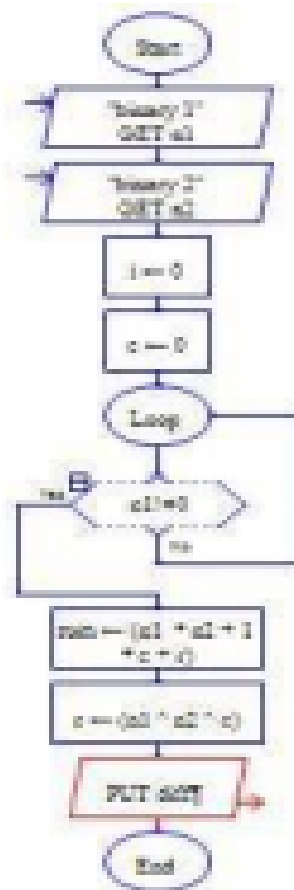
Step 3: i=0,c=0

Step 4: n!=0

Step 5: diff=(n1^n2*c)

Step 6: print diff

Step 7: stop



```
1 #include <stdio.h>
2 int binAddition(int a, int b)
3 {
4     int c;
5     while (b != 0) {
6         c = (a & b) << 1;
7         a ^= b;
8         b = c;
9     }
10    return a;
11 }
12 int binSubtraction(int a, int b)
13 {
14     int carry;
15     b = binAddition(~b, 1);
16     while (b != 0) {
17         carry = (a & b) << 1;
18         a = a ^ b;
19         b = carry;
20     }
21    return a;
22 }
```

Output window shows: Process exited after 0.004 seconds with return value 0. Press any key to continue...

8)write a program for binary multiplication

ALGORITHM:

Step 1: start

Step 2: input value of NUM

Step 3: $i=1$

Step 4: if ($i>10$)then

Go to step 9

End if

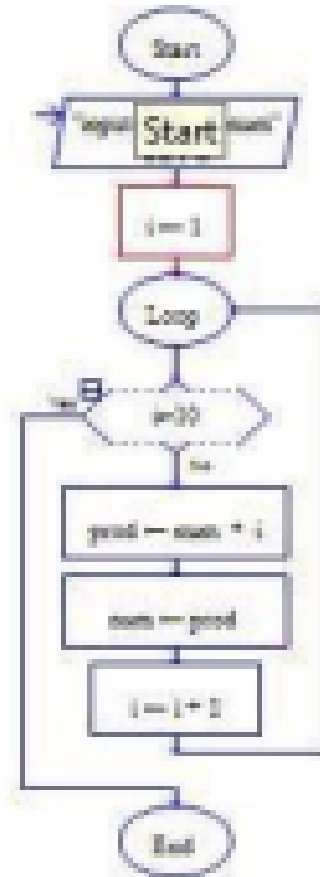
Step 5: $prod=num*i$

Step 6: write I “x”num “=” prod

Step 7: $i=i+1$

Step 8: go to step 4

Step 9: stop



```
1 int binaryproduct(int, int);
2
3 int main()
4 {
5
6     long binary1, binary2, message = 0;
7     int digit, factor = 1;
8
9     printf("Enter the first binary number: ");
10    scanf("%ld", &binary1);
11    printf("Enter the second binary number: ");
12    scanf("%ld", &binary2);
13    while (binary1 > 0)
14    {
15        digit = binary2 % 10;
16        if (digit == 1)
17        {
18            binary1 = binary1 / factor;
19            message = binaryproduct(binary1, message);
20        }
21        else
22        {
23            binary1 = binary1 / factor;
24            binary2 = binary2 / 10;
25            factor = 10;
26        }
27    }
28    printf("Product of two binary numbers: %ld", message);
29    return 0;
30 }
31
32 int binaryproduct(int binary1, int binary2)
33 {
34     int s = 0, remainder = 0, sum[500];
35     int binaryprod = 0;
36     while (binary1 > 0 || binary2 > 0)
37     {
```


DAY 3

Linux commands and shell programming

Linux commands:

1) Linux Directories command

1. pwd Command

The **pwd** command is used to display the location of the current working directory.

Syntax:

Pwd

2. mkdir Command

The **mkdir** command is used to create a new directory under any directory.

Syntax:

mkdir <directory name>

3. rmdir Command

The **rmdir** command is used to delete a directory.

Syntax:

rmdir <directory name>

4. ls Command

The **ls** command is used to display a list of content of a directory.

Syntax:

ls

5. cd Command

The **cd** command is used to change the current directory.

Syntax:

cd <directory name>

2) Linux file commands

6. touch Command

The **touch** command is used to create empty files. We can create multiple empty files by executing it once.

Syntax:

1. touch <file name>
2. touch <file1> <file2>

7. cat Command

The **cat** command is a multi-purpose utility in the Linux system. It can be used to create a file, display content of the file, copy the content of one file to another file, and more.

Syntax:

1. cat [OPTION]... [FILE]..

8. rm Command

2. The **rm** command is used to remove a file.
3. **Syntax:**
4. rm <file name>

9. cp Command

The **cp** command is used to copy a file or directory.

Syntax:

To copy in the same directory:

1. cp <existing file name> <new file name>

10. mv Command

The **mv** command is used to move a file or a directory from one location to another location.

Syntax:

1. mv <file name> <directory path>

11. rename Command

The **rename** command is used to rename files. It is useful for renaming a large group of files.

Syntax:

1. rename 's/old-name/new-name/' files
- 3) Linux man commands

1. No Option: It displays the whole manual of the command.

Syntax :

```
$ man [COMMAND NAME]
```

2. Section-num: Since a manual is divided into multiple sections so this option is used to display only a specific section of a manual.

Syntax :

```
$ man [SECTION-NUM] [COMMAND NAME]
```

3. -f option: One may not be able to remember the sections in which a command is present. So this option gives the section in which the given command is present.

Syntax:

```
$ man -f [COMMAND NAME]
```

4. -a option: This option helps us to display all the available intro manual pages in succession.

Syntax:

```
$ man -a [COMMAND NAME]
```

5. -k option: This option searches the given command as a regular expression in all the manuals and it returns the manual pages with the section number in which it is found.

Syntax:

```
$ man -k [COMMAND NAME]
```

6. -w option: This option returns the location in which the manual page of a given command is present.

Syntax:

```
$ man -w [COMMAND NAME]
```

7. -I option: It considers the command as case sensitive.

Syntax:

```
$ man -I [COMMAND NAME]
```

Linux File Content Commands

12. head Command

The `head` command is used to display the content of a file. It displays the first 10 lines of a file.

Syntax:

```
1. head <file name>
```

13. tail Command

The `tail` command is similar to the head command. The difference between both commands is that it displays the last ten lines of the file content. It is useful for reading the error message.

9. wc Command

The `wc` command is used to count the lines, words, and characters in a file.

Syntax:

```
1. wc <file name>
```

10. od Command

The `od` command is used to display the content of a file in different s, such as hexadecimal, octal, and ASCII characters.

Syntax:

```
1. od -b <fileName> // Octal format
2. od -t x1 <fileName> // Hexa decimal format
3. od -c <fileName> // ASCII character format
```

11. sort Command

The `sort` command is used to sort files in alphabetical order.

Syntax:

```
1. sort <file name>
```

16. less Command

The `less` command is similar to the more command. It also includes some extra features such as 'adjustment in width and height of the terminal.' Comparatively, the more command cuts the output in the width of the terminal.

Syntax:

```
1. less <file name>
```

Linux Filter Commands

1. cat Command

The `cat` command is also used as a filter. To filter a file, it is used inside pipes.

Syntax:

```
1. cat <fileName> | cat or tac | cat or tac |
```

2. cut Command

The `cut` command is used to select a specific column of a file. The '-d' option is used as a delimiter, and it can be a space (' '), a slash (/), a hyphen (-), or anything else. And, the '-f' option is used to specify a column number.

Syntax:

```
1. cut -d(delimiter) -f(columnNumber) <fileName>
```

3. grep Command

The **grep** is the most powerful and used filter in a Linux system. The 'grep' stands for "**global regular expression print.**" It is useful for searching the content from a file. Generally, it is used with the pipe.

Syntax:

1. command | grep <searchWord>

4. comm Command

The '**comm**' command is used to compare two files or streams. By default, it displays three columns, first displays non-matching items of the first file, second indicates the non-matching item of the second file, and the third column displays the matching items of both files.

Syntax:

1. comm <file1> <file2>

5. sed command

The **sed** command is also known as **stream editor**. It is used to edit files using a regular expression. It does not permanently edit files; instead, the edited content remains only on display. It does not affect the actual file.

Syntax:

1. command | sed 's/<oldWord>/<newWord>/'

6. sed command

The **sed** command is also known as **stream editor**. It is used to edit files using a regular expression. It does not permanently edit files; instead, the edited content remains only on display. It does not affect the actual file.

Syntax:

1. command | sed 's/<oldWord>/<newWord>/'

7. tr Command

The **tr** command is used to translate the file content like from lower case to upper case.

Syntax:

1. command | tr <'old'> <'new'>

8. uniq Command

The **uniq** command is used to form a sorted list in which every word will occur only once.

Syntax:

1. command <fileName> | uniq

Syntax:

1. host <domain name> or <ip address>

5) Linux file hierarchy commands

1. **/ (Root):** Primary hierarchy root and root directory of the entire file system hierarchy.
 - Every single file and directory starts from the root directory
 - The only root user has the right to write under this directory
 - /root is the root user's home directory, which is not the same as /
2. **/bin :** Essential command binaries that need to be available in single-user mode; for all users, e.g., cat, ls, cp.
 - Contains binary executables
 - Common linux commands you need to use in single-user modes are located under this directory.
 - Commands used by all the users of the system are located here e.g. ps, ls, ping, grep, cp
3. **/boot :** Boot loader files, e.g., kernels, initrd.
 - Kernel initrd, vmlinuz, grub files are located under

Linux I/O command

Overwrite

Commands with a single bracket '>' **overwrite** existing file content.

- > : standard output
- < : standard input
- 2> : standard error

Note: Writing '1>' or '>' and '0<' or '<' is same thing. But for stderr you have to write '2>'.

Syntax:

1. cat > <fileName>

Append

Commands with a double bracket '>>' **do not overwrite** the existing file content.

- >> - standard output
- << - standard input
- 2>> - standard error

Syntax:

1. cat >> <fileName>

Linux regex command

Linux shell commands **type** **command**

Linux 'type' command tell us whether a command given to the shell is a built-in or external command.

Syntax:

1. type **<command>**
type -a

The 'type -a' option tells about all type of command whether it is built-in, external, or aliased. Some commands are both external and built-in commands. But built-in command will always takes priority until and unless path of external command is mentioned.

Syntax:

1. type -a **<command>** **which**

Linux 'which' command locates the path of a command.

Syntax:

1. which **<command1>** **<command2>** **<command3>**
>...

12)Linux vi editor commands

8) Linux unix Tool commands

1. pwd command

Use the pwd command to find out the path of the current working directory (folder) you're in. The command will return an absolute (full) path, which is basically a path of all the directories that starts with a forward slash (/). An example of an absolute path is **/home/username**.

2. cd command

To navigate through the Linux files and directories, use the **cd** command. It requires either the full path or the name of the directory, depending on the current working directory that you're in.

Let's say you're in **/home/username/Documents** and you want to go to **Photos**, a subdirectory of **Documents**. To do so, simply type the following command: **cd Photos**.

Another scenario is if you want to switch to a completely new directory, for example, **/home/username/Movies**. In this case, you have to type **cd** followed by the directory's absolute path: **cd /home/username/Movies**. There are some shortcuts to help you navigate quickly:

- **cd ..** (with two dots) to move one directory up
- **cd** to go straight to the home folder

nslookup

Check domain name and IP information

shred

Delete a file by over writing its content

cat

Display, copy or combine text files

pwd>

Print path of current working directory

locate

Finding files by name on system

chown

Change ownership of a file

>alias

To short a command

- `cd-` (with a hyphen) to move to your previous directory

On a side note, Linux's shell is case sensitive. So, you have to type the name's directory exactly as it is.

3. `ls` command

The `ls` command is used to view the contents of a directory. By default, this command will display the contents of your current working directory. If you want to see the content of other directories, type `ls` and then the directory's path. For example, enter `ls /home/username/Documents` to view the content of `Documents`.

There are variations you can use with the `ls` command:

- `ls -R` will list all the files in the sub-directories as well
- `ls -a` will show the hidden files
- `ls -al` will list the files and directories with detailed information like the permissions, size, owner, etc.

4. `cat` command

`cat` (short for concatenate) is one of the most frequently used commands in Linux. It is used to list the contents of a file on the standard output (`stdout`). To run this

Shell programming

14) Shell Program to read a number and find its square

```
echo -n "Enter the value of a:"
read a
square=$((a*a))
echo "square of the value a=$square"
```

15) Shell Program to find the biggest of three numbers

```
echo "Enter Num1"
read num1
echo "Enter Num2"
read num2
echo "Enter Num3"
read num3

if [ $num1 -gt $num2 ] && [ $num1 -gt $num3 ]
then
    echo $num1
elif [ $num2 -gt $num1 ] && [ $num2 -gt $num3 ]
then
    echo $num2
else
```

16)Shell Program to find leap year

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

```
int main() {
```

```
int year;
```

```
printf("Enter a year: ");
```

```
scanf("%d", &year);
```

```
if (year % 400 == 0) {
```

```
    printf("%d is a leap year.", year);
```

```
}
```

```
else if (year % 100 == 0) {
```

```
    printf("%d is not a leap year.", year);
```

```
}
```

```
else if (year % 4 == 0) {
```

```
    printf("%d is a leap year.", year);
```

```
}
```

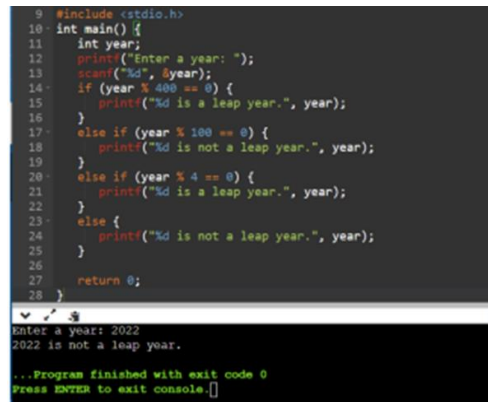
```
else {
```

```
    printf("%d is not a leap year.", year);
```

```
}
```

```
return 0;
```

```
}
```



```
9 #include <stdio.h>
10 int main() {
11     int year;
12     printf("Enter a year: ");
13     scanf("%d", &year);
14     if (year % 400 == 0) {
15         printf("%d is a leap year.", year);
16     }
17     else if (year % 100 == 0) {
18         printf("%d is not a leap year.", year);
19     }
20     else if (year % 4 == 0) {
21         printf("%d is a leap year.", year);
22     }
23     else {
24         printf("%d is not a leap year.", year);
25     }
26     return 0;
27 }
28
Enter a year: 2022
2022 is not a leap year.
...Program finished with exit code 0
Press ENTER to exit console.
```

15)Shell Program to find the biggest of three numbers echo "---FIND THE GREATEST AMONG THREE NUMBERS---

" echo "Enter 1st number:" read first_num

echo "Enter 2nd number:"

read second_num

echo "Enter 3rd number:"

read third_num

if test \$first_num -gt \$second_num && test \$first_num -gt \$third_num

then

echo \$first_num is the greatest number

. elif test \$second_num -gt \$third_num

Then

echo \$second_num is the greaatest number.

Else

echo \$third_num is the greatest number.

if

```
echo "---FIND THE GREATEST AMONG THREE NUMBERS---"
echo "Enter 1st number:"
read first_num
echo "Enter 2nd number:"
read second_num
echo "Enter 3rd number:"
read third_num
if test $first_num -gt $second_num && test $first_num -gt $third_num
then
    echo $first_num is the greatest number.
elif test $second_num -gt $third_num
then
    echo $second_num is the greaatest number.
else
    echo $third_num is the greatest number.
if
```

input

ation failed due to following error(s).

```
bash: line 16: if: error: expected '=', ',', ';', 'asm' or '__attribute__' before string constant
9 | echo "---FIND THE GREATEST AMONG THREE NUMBERS---"
|
```

17)Shell Program to prepare mark list using elif statement

```
clear
echo -----
echo '\tStudent Mark List'
echo -----
echo Enter the Student name
read name
echo Enter the Register number
read rno
echo Enter the Mark1
read m1
echo Enter the Mark2
read m2
echo Enter the Mark3
read m3
echo Enter the Mark4
read m4
echo Enter the Mark5
read m5
tot=$(expr $m1 + $m2 + $m3 + $m4 + $m5)
avg=$(expr $tot / 5)
```



```
echo -----  
echo '\tStudent Mark List'  
echo -----  
echo "Student Name   : $name"  
echo "Register Number : $rno"  
echo "Mark1          : $m1"  
echo "Mark2          : $m2"  
echo "Mark3          : $m3"  
echo "Mark4          : $m4"  
echo "Mark5          : $m5"  
echo "Total          : $tot"  
echo "Average        : $avg"  
if [ $m1 -ge 35 ] && [ $m2 -ge 35 ] && [ $m3 -ge 35 ] && [  
$m4 -ge 35 ] && [ $m5 -ge 35 ]  
then  
    echo "Result      : Pass"  
  
    if [ $avg -ge 90 ]  
    then  
        echo "Grade      : S"  
    elif [ $avg -ge 80 ]  
    then
```

```
        echo "Grade      : A"
    elif [ $avg -ge 70 ]
    then
        echo "Grade      : B"
    elif [ $avg -ge 60 ]
    then
        echo "Grade      : C"
    elif [ $avg -ge 50 ]
    then
        echo "Grade      : D"
    elif [ $avg -ge 35 ]
    then
        echo "Grade      : E"
    fi
else
    echo "Result      : Fail"
fi
echo -----
```

```

clear
echo -----
echo '\tStudent Mark List'
echo -----
echo Enter the Student name
read name
echo Enter the Register number
read rno
echo Enter the Mark1
read m1
echo Enter the Mark2
read m2
echo Enter the Mark3
read m3
echo Enter the Mark4
read m4
echo Enter the Mark5
read m5
tot=$(expr $m1 + $m2 + $m3 + $m4 + $m5)
avg=$(expr $tot / 5)

```

Input

Execution failed due to following error(s).

n_c:\9\1: error: unknown type name 'clear'

```

9 | clear
  | ^~~~~~

```

n_c:\10\5: error: expected '(', '[', '}', 'asm' or '__attribute__' before '--' token

```

10 | echo -----
   | ^~~~

```

18Shell Program to perform arithmetic operation on two number

```
read a b
echo "What do you want to do? (1 to 5)"
echo "1) Sum"
echo "2) Difference"
echo "3) Product"
echo "4) Quotient"
echo "5) Remainder"
echo "Enter your Choice"
echo "Enter Two Numbers"
read n
case "$n" in
1) echo "The Sum of $a and $b is `expr $a + $b`";;
2) echo "The Difference between $a and $b is `expr $a - $b`";;
3) echo "The Product of the $a and $b is `expr $a \* $b`";;
4) echo "The Quotient of $a by $b is `expr $a / $b`";;
5) echo "The Remainder of $a by $b is `expr $a % $b`";;
esac
```

```

9 echo "Enter Two Numbers"
10 read a b
11 echo "What do you want to do? (1 to 5)"
12 echo "1) Sum"
13 echo "2) Difference"
14 echo "3) Product"
15 echo "4) Quotient"
16 echo "5) Remainder"
17 echo "Enter your Choice"
18 read n
19 case "$n" in
20 1) echo "The Sum of $a and $b is `expr $a + $b`";;
21 2) echo "The Difference between $a and $b is `expr $a - $b`";;
22 3) echo "The Product of the $a and $b is `expr $a \* $b`";;
23 4) echo "The Quotient of $a by $b is `expr $a / $b`";;
24 5) echo "The Remainder of $a by $b is `expr $a % $b`";;
25 esac

```

Input

compilation failed due to following error(s).

```

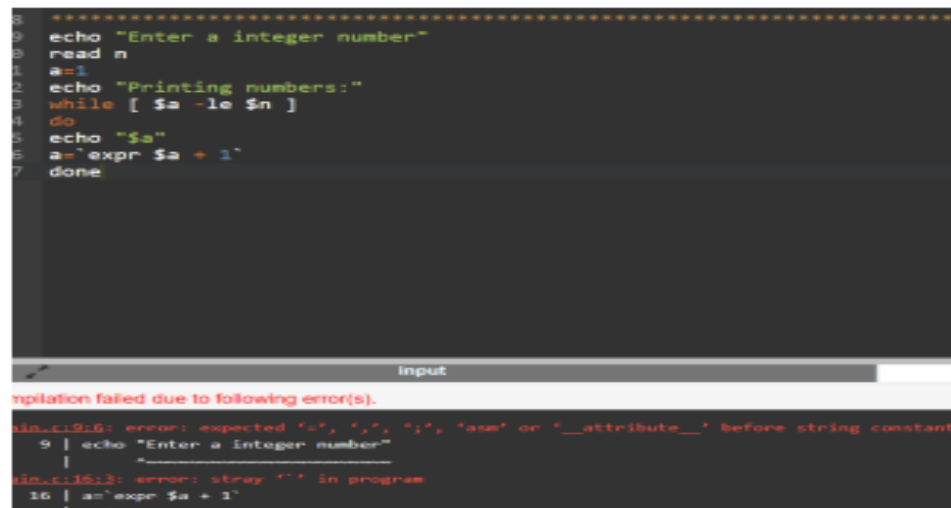
main.c:9:10: error: expected '=', '&', '!', 'asm' or '__attribute__' before string constant
 9 | echo "Enter Two Numbers"
  |          ^~~~~~
main.c:21:11: error: expected identifier or '(' before numeric constant
21 | 2) echo "The Difference between $a and $b is `expr $a - $b`";;
  | ^

```

DAY 4

1.Shell Program to print n natural number

```
echo "Enter a integer number"
read n
a=1
echo "Printing numbers:"
while [ $a -le $n ]
do
echo "$a"
a=`expr $a + 1`
done
```



The screenshot shows a terminal window with a dark background. The top part displays the shell script code from the previous block. Below the code, the terminal shows the output of the script execution. It starts with a prompt 'Input' and then shows several error messages. The first error is 'Compilation failed due to following error(s)'. The second error is 'sh: 9:16: error: expected "=", "(", ")", ";", "asm" or "__attribute__" before string constant'. The third error is 'sh: 16:3: error: stray "}" in program'. The fourth error is 'sh: 16:16: error: stray "}" in program'.

```
8 .....
9 echo "Enter a integer number"
10 read n
11 a=1
12 echo "Printing numbers:"
13 while [ $a -le $n ]
14 do
15 echo "$a"
16 a=`expr $a + 1`
17 done
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```

```
8 *****
9 echo "Enter a integer number"
10 read n
11 a=1
12 echo "Printing numbers:"
13 while [ $a -le $n ]
14 do
15 echo "$a"
16 a=`expr $a + 1`
17 done
```

input

mpilation failed due to following error(s).

```
lin.c:9:6: error: expected '=', ',', ';', 'asm' or '__attribute__' before string constant
   9 | echo "Enter a integer number"
     |      ^
lin.c:16:2: error: stray '`' in program
   16 | a=`expe $a + 1`
     |  ^
```

3.Shell Program to check number is palindrome

```
echo enter n
read n
num=0
on=$n
while [ $n -gt 0 ]
do
num=$((expr $num \* 10))
k=$((expr $n % 10))
num=$((expr $num + $k))
n=$((expr $n / 10))
done
if [ $num -eq $on ]
```

```
then
echo palindrome
else
echo not palindrome
fi
```

```
9 echo enter n
10 read n
11 num=0
12 on=$n
13 while [ $n -gt 0 ]
14 do
15 num=$((expr $num \* 10))
16 k=$((expr $n % 10))
17 num=$((expr $num + $k))
18 n=$((expr $n / 10))
19 done
20 if [ $num -eq $on ]
21 then
22 echo palindrome
23 else
24 echo not palindrome
25 fi
```

input

Compilation failed due to following error(s).

```
main.c:9:1: error: unknown type name 'echo'
  9 | echo enter n
    | ^~~~~~
main.c:9:12: error: expected '=', ',', ';', 'asm' or '__attribute__' before 'n'
  9 | echo enter n
    |           ^
```


4 Shell Program to solve quadratic equation using System;

class GFG

{

// Method to check for solutions of equations

static void checkSolution(int a, int b, int c)

{

// If the expression is greater

// than 0, then 2 solutions

if (((b * b) - (4 * a * c)) > 0)

 Console.WriteLine("2 solutions");

// If the expression is equal to 0,

// then 2 solutions

else if (((b * b) - (4 * a * c)) == 0)

 Console.WriteLine("1 solution");

// Else no solutions

else

 Console.WriteLine("No solutions");

}

// Driver Code

public static void Main()

{

 int a = 2, b = 5, c = 2;

 checkSolution(a, b, c);

}

}

```

9  echo enter n
10 read n
11 num=0
12 on=$n
13 while [ $n -gt 0 ]
14 do
15 num=$((expr $num \* 10))
16 k=$((expr $n % 10))
17 num=$((expr $num + $k))
18 n=$((expr $n / 10))
19 done
20 if [ $num -eq $on ]
21 then
22 echo palindrome
23 else
24 echo not palindrome
25 fi

```

input

Compilation failed due to following error(s).

```

main.c:9:1: error: unknown type name 'echo'
9 | echo enter n
  | ^~~~~~
main.c:9:12: error: expected '=', ',', ';', 'asm' or '__attribute__' before 'n'
9 | echo enter n
  |           ^

```

5 Shell Program for decimal to binary conversion

```

echo enter n
read n
c=$(echo "obase=2;$n" |
echo binary $c

```

```

8  .....
9  echo enter n
10 read n
11 c=$(echo "obase=2;$n" | bc)
12 echo binary $c

```

input

Compilation failed due to following error(s).

```

main.c:9:1: error: unknown type name 'echo'
9 | echo enter n
  | ^~~~~~
main.c:9:12: error: expected '=', ',', ';', 'asm' or '__attribute__' before 'n'
9 | echo enter n
  |           ^

```

6 Shell Program factorial using recursion

```
#!/bin/sh

factorial()
{
if [ "$1" -gt "1" ]; then
a=`expr $1 - 1`
b=`factorial $a`
c=`expr $1 \* $b`
echo $c
else
```

```
echo 1
fi
}

echo "Enter a number:"
read x
factorial $x
```

```
9 #!/bin/sh
10
11 factorial()
12 {
13 if [ "$1" -gt "1" ]; then
14 a=`expr $1 - 1`
15 b=`factorial $a`
16 c=`expr $1 \* $b`
17 echo $c
18 else
19 echo 1
20 fi
21 }
22
23 echo "Enter a number:"
24 read x
25 factorial $x
```

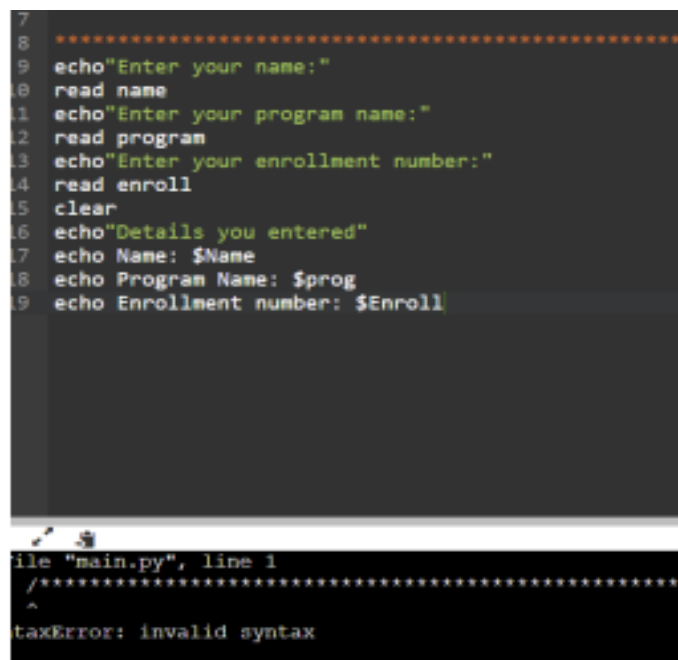
input

Compilation failed due to following error(s).

```
main.c:9:2: error: invalid preprocessing directive #!
9 | #!/bin/sh
  | ^
main.c:11:1: warning: return type defaults to 'int' [-Wimplicit-int]
11 | factorial()
    | ^~~~~~
```

7. Write a shell script to ask your name, program name and enrollment number and print it on the screen

```
echo "Enter your name:"
read Name
echo "Enter your program name:"
read Prog
echo "Enter your
enrollment number:"
read Enroll
clear
echo "Details you entered"
echo Name: $Name
echo Program Name: $Prog
echo Enrolment Number: $Enroll
```



The screenshot shows a terminal window with a dark background. The top part displays a shell script with line numbers 7 through 19. The script prompts for name, program name, and enrollment number, then displays the entered details. Below the script, there is a Python error message: "file 'main.py', line 1", followed by a line of asterisks and a caret pointing to the first character, and the message "SyntaxError: invalid syntax".

```
7
8 *****
9 echo"Enter your name:"
10 read name
11 echo"Enter your program name:"
12 read program
13 echo"Enter your enrollment number:"
14 read enroll
15 clear
16 echo"Details you entered"
17 echo Name: $Name
18 echo Program Name: $prog
19 echo Enrollment number: $Enroll

file "main.py", line 1
/*****
^
SyntaxError: invalid syntax
```

8. Write a shell script to find the sum, the average and the product of the four integers entered

echo Enter four integers with space between

read a b c d

Sum=`expr \$a + \$b + \$c + \$d`

Avg=`expr \$sum / 4`

Dec=`expr \$sum % 4`

Dec=`expr \ (\$dec * 1000 \) / 4`

Product=`expr \$a * \$b * \$c * \$d`

echo Sum=\$sum

echo Average=\$avg.\$dec

echo Product=\$product

```
9 echo Enter four integers with space between
10 read a b c d
11 Sum=`expr $a + $b + $c + $d`
12 Avg=`expr $sum / 4`
13 Dec=`expr $sum % 4`
14 Dec=`expr \ ( $dec \* 1000 \ ) / 4`
15 Product=`expr $a \* $b \* $c \* $d`
16 echo Sum=$sum
17 echo Average=$avg.$dec
18 echo Product=$product
19
20
```

input

Compilation failed due to following error(s).

```
main.c:9:11: error: unknown type name 'echo'
9 | echo Enter four integers with space between
  | ^~~~~
main.c:9:12: error: expected '=', ',', ';', 'asm' or '__attribute__' before 'four'
9 | echo Enter four integers with space between
```

9. Write a shell program to exchange the values of two variables

```
# !/bin/bash
```

```
# Program to swap two numbers
```

```
# Static input of the
```

```
# number
```

```
first=5
```

```
second=10
```

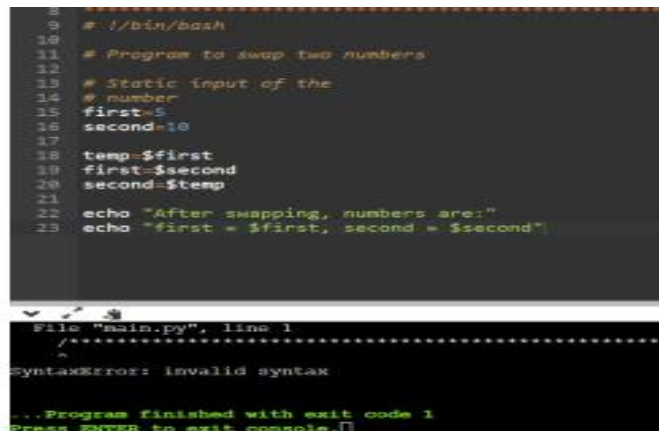
```
temp=$first
```

```
first=$second
```

```
second=$temp
```

```
echo "After swapping, numbers are:"
```

```
echo "first = $first, second = $second:"
```



10.) Write a shell script to display the digits which are in odd position in a given 5 digit number

```
echo "Enter a 5 digit number"
```

```
read num n=1
```

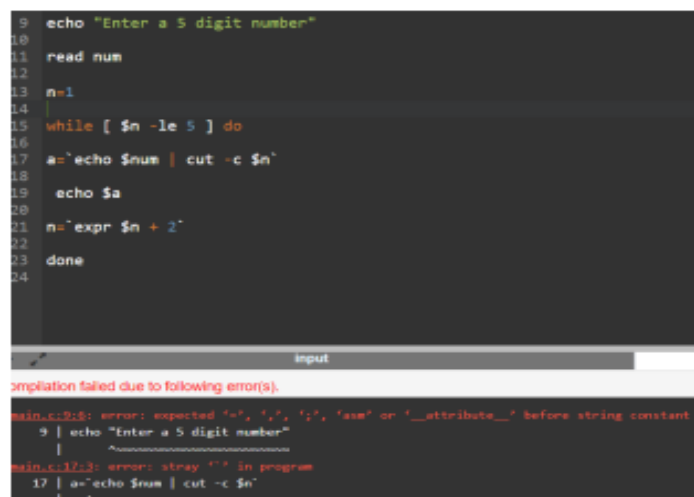
```
while [ $n -le 5 ] do
```

```
a=`echo $num | cut -c $n`
```

```
echo $a
```

```
n=`expr $n + 2`
```

```
done
```

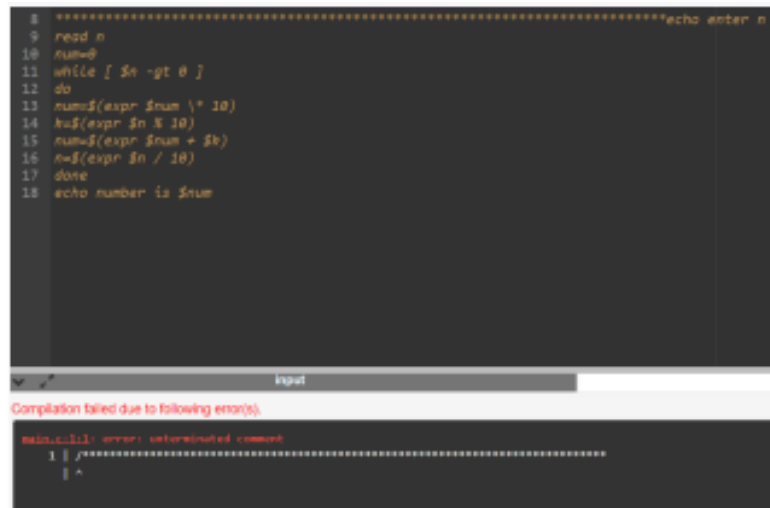


11. Write a shell program to reverse the digits of five digit integer

```
echo enter n
read n
num=0
while [ $n -gt 0 ]
do
num=$((expr $num \* 10))

k=$((expr $n % 10))

num=$((expr $num + $k))
n=$((expr $n / 10))
done
echo number is $sum
```



```
1  #####echo enter n
2  read n
3  num=0
4  while [ $n -gt 0 ]
5  do
6  num=$((expr $num \* 10))
7  k=$((expr $n % 10))
8  num=$((expr $num + $k))
9  n=$((expr $n / 10))
10 done
11 echo number is $sum
```

Compilation failed due to following error(s):

```
main.c:11: error: unterminated comment
1 | #####
  | ^
```

12.) Write a shell program to concatenate two strings and find the length of the resultant string

```
#Read inputs a and b and store string variables in them.
read a b
#append b to the string a
a+=b
#Output the resulting string
echo $a
```

```
8 *****
9 #Read inputs a and b and store string variables in them.
10 read a b
11
12 #append b to the string a
13 a+=b
14
15 #Output the resulting string
16 echo $a
17 |
```

input

Compilation failed due to following error(s).

```
main.c:11: error: unterminated comment
1 | /*****
  | ^
```

13. Write a shell program to find the position of substring in given string

script to get the substring position in given string

let give a string str="geeks for geeks is the best platform for computer science geeks"

now ask user to give the new string or use the given default string
echo "Hello there, do you wanna give new string or use default"


```
echo
echo "Enter 1 for new string"
echo "Enter 0 for continue"

# now read the choice form user
read choice
echo

# make the condition to check the choice and
perform action according to that
if [[ choice == 1 ]]
then
    # now ask reader to give the main string
    echo "Please, Enter the main string"

    # now read the string
    read str
    echo
fi

# print a message
echo "Let's continue to get the index of the
substring....."
echo
```

```

# make a loop to get the substring values
from the user
while [[ 1 ]]
do
    # print the statement
    echo "Enter a substring to get the
position of that string OR Enter -1 to get
exit"

    # now read the substr
    read substr

    # make a condition to check the value of
substr
    if [[ $substr != -1 ]]
    then
        # # 1st approach code to get the
substring position from given string ( 1st
approach )

        # # This approach is comparison on
char by char

        #
        *****
        *****

        # length of the given string

```

```

lenGS=${#str}
#length of the substr
lenSS=${#substr}

# check the condition where string
length is less than substring length
if [[ $lenGS -lt $lenSS ]]
then
    echo "Sorry, Your substring
exceed main string, Please Enter another"
    continue
fi

# variable to store position
pos=-1
# variable to check
found=0

# run three native loop ( brute force
approach )
for (( i=0;i<lenGS;++i ))
do

    if [[ ${str:i:1} == ${substr:0:1}
]]

```

```

        then

            # now loop to check that here
substring or not
            kstr=$i
            ksubstr=$i

            while (( kstr<lenGS &&
ksubstr<lenSS ))
            do
                if [[ ${str:kstr:1} !=
${substr:ksubstr:1} ]]
                then
                    break
                fi
                kstr=`expr $kstr + 1`
                ksubstr=`expr $ksubstr +
1`

            done

            # check if substring found
            if [[ ${ksubstr} == ${lenSS}
]]
            then
                echo "Your substring
$substr is found at the index ${i+1}"

```

```

        found=1
        break
    fi
fi
done

# check the substring found or not
if [[ $found == 0 ]]
then
    echo "Sorry, Your substring
$substr is not found in main string"
fi
echo

#####
#####

else
    echo "okay! Closed"
    break
fi
done

```

```

9  # script to get the substring position in given string
10
11 # let give a string
12 str="geeks for geeks is the best platform for computer science geeks"
13
14 # now ask user to give the new string or use the given default string
15 echo "Hello there, do you wanna give new string or use default"
16 echo
17 echo "Enter 1 for new string"
18 echo "Enter 0 for continue"
19
20 # now read the choice from user
21 read choice
22 echo
23
24 # make the condition to check the choice and perform action according to t
25 if [[ choice == 1 ]]
26 then
27     # now ask reader to give the main string
28     echo "Please, Enter the main string"
29
30     # now read the string
31     read str
32     echo
33 fi
34

```

input

Compilation failed due to following error(s):

```

main.c:11:1: error: unterminated comment
1 | /*****
  | ^

```

14. Write a shell program to find the gcd for the 2 given numbers

```
// Script for finding gcd of two number

// echo is for printing the message echo Enter two numbers
with space in between

// read for scanning
read a b

// Assigning the value of a to m
m = $a

// Condition checking if b greater than m
// If yes the replace the value of m assign a new value
if [ $b -lt $m ]
then
    m = $b
fi

// In do while loop we are checking the gcd
while [ $m -ne 0 ]
do
    x = `expr $a % $m`
    y = `expr $b % $m`
    // If x and y both are 0 then we complete over
    // process and we print the gcd
    if [ $x -eq 0 -a $y -eq 0 ] then
```

```
// Printing the greatest gcd of two given number

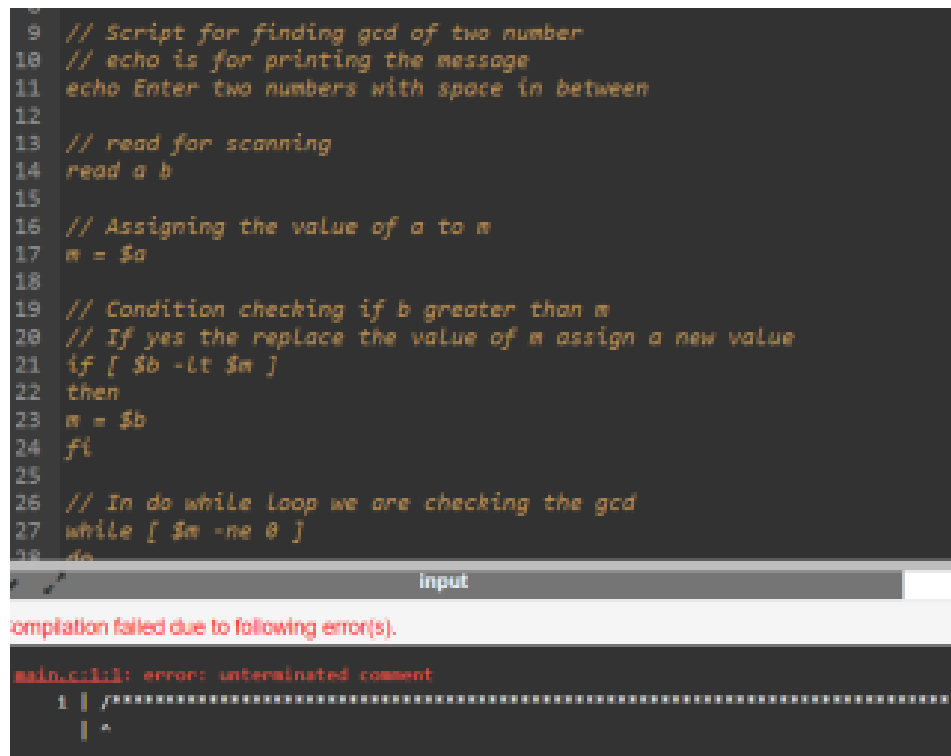
echo gcd of $a and $b is $m

break

fi

m = `expr $m - 1`

done
```



```
9 // Script for finding gcd of two number
10 // echo is for printing the message
11 echo Enter two numbers with space in between
12
13 // read for scanning
14 read a b
15
16 // Assigning the value of a to m
17 m = $a
18
19 // Condition checking if b greater than m
20 // If yes the replace the value of m assign a new value
21 if [ $b -lt $m ]
22 then
23 m = $b
24 fi
25
26 // In do while loop we are checking the gcd
27 while [ $m -ne 0 ]
28 do
```

Input

compilation failed due to following error(s).

```
main.c:1:1: error: unterminated comment
1 | /*****
  | *
```

15. Write a shell program to add, subtract and multiply the 2 given numbers passed as command line argument

```
# !/bin/bash

# Take user Input echo "Enter Two numbers : "

read a

read b

# Input type of operation
```

```

echo "Enter Choice : "
echo "1. Addition"
echo "2. Subtraction"
echo "3. Multiplication"
echo "4. Division"

read ch

# Switch Case to perform
# calculator operations
case $ch in
1)res=`echo $a + $b | bc`

;;
2)res=`echo $a - $b | bc`

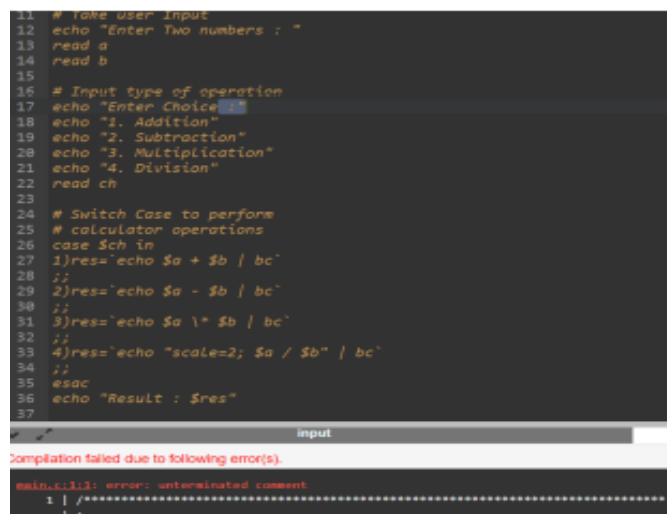
;;
3)res=`echo $a \* $b | bc`

;;
4)res=`echo "scale=2; $a / $b" | bc`

;;
esac

echo "Result : $res"

```



```

11 # Take user input
12 echo "Enter Two numbers : "
13 read a
14 read b
15
16 # Input type of operation
17 echo "Enter Choice : "
18 echo "1. Addition"
19 echo "2. Subtraction"
20 echo "3. Multiplication"
21 echo "4. Division"
22 read ch
23
24 # Switch Case to perform
25 # calculator operations
26 case $ch in
27 1)res=`echo $a + $b | bc`
28 ;;
29 2)res=`echo $a - $b | bc`
30 ;;
31 3)res=`echo $a \* $b | bc`
32 ;;
33 4)res=`echo "scale=2; $a / $b" | bc`
34 ;;
35 esac
36 echo "Result : $res"
37

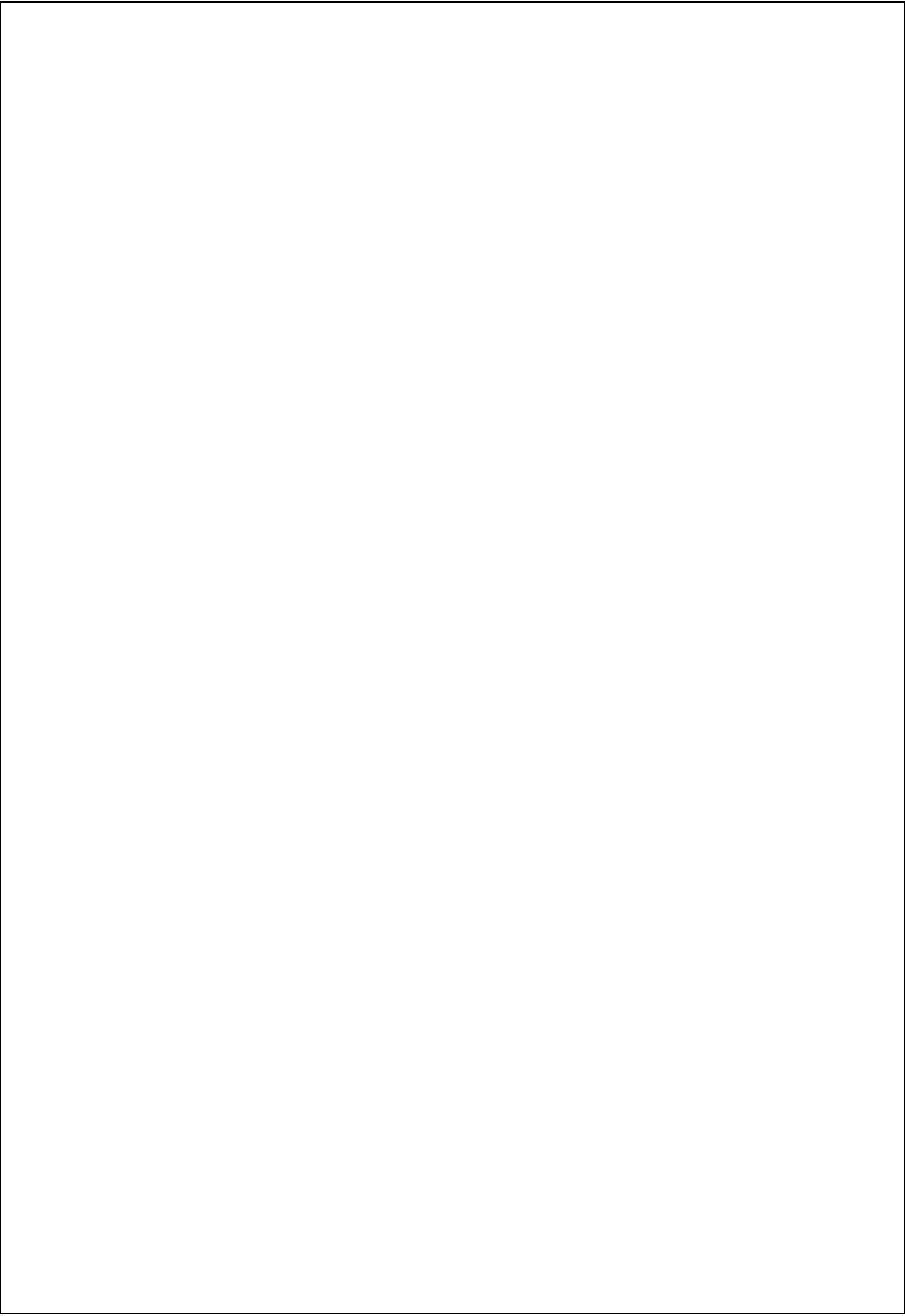
```

Compilation failed due to following error(s).

```

main.c:11:1: error: unterminated comment
1 | /*****
  | ^

```

EVENTS PLAN

PROGRAM: SPORTS EVENT

EVENT VENUE AND TIME: SSE COLLEGE GROUND 9AM TO 5:30PM

STARTS	ENDS	AGENDA	C/NC
9:00AM	9:30AM	400 METERS RUNNING	<input type="checkbox"/>
9:30AM	10:00AM	SHOTPUT	<input type="checkbox"/>
10:00AM	10:30AM	HIGH JUMP	<input type="checkbox"/>
10:30AM	11:00AM	1000M RUNNING	<input type="checkbox"/>
11:00AM	11:30AM	JAVALIN THROW	<input type="checkbox"/>
11:30AM	12:30PM	KABBADI	<input type="checkbox"/>
1:30PM	2:30 PM	KHO KHO	<input type="checkbox"/>
2:30PM	3:30PM	BADMANTION	<input type="checkbox"/>
3:30PM	4:30PM	FOOTBALL	<input type="checkbox"/>
4:30 PM	5:30PM	VOLLEY BALL	<input type="checkbox"/>



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student co ordinators
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- charan - 7995609880
Staff co-ordinators
jay- 6303859390
jayanth - 9503276591



SPORTS

Cricket
Kabaddi
coco
volly ball
Bat minton
Football



CULTURALS

REGISTRATION
FEE:150/HEAD

FOR ALL EVENTS
TIMINGS :9AM TO 5

INVITATION

THE PRINCIPAL, STAFF AND
STUDENTS OF COLLAGE
CORDIALLY INVITE YOU FOR

THE 15th ANNUAL COLLAGE DAY

on friday 10th june, 2022 at 5:030pm
AVENUE: IN COLLAGE GROUND

Guest: VIJAY YADAV (AP CM)

Saveetha
school of
engineering

we shall be honoured with
your distinguished presence



DR. NIMEL ROSS

CERTIFICATE

— OF ACHIEVEMENT —

SPORTS EVENT

This certificate is proudly present to : _____
Recognition of his/her outstanding participation ,hardwork and
sportsmanship on specific sports team this year !

Signature and date



DR.NIMEL ROSS (principal)



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