## 1)Problem 1:

#### Makefile.mk

```
a.exe: client.o server.o

gcc -o a.exe client.o server.o

client.o: client.c server.h

gcc -c client.c

server.o: server.c server.h

gcc -c server.c
```

#### Client.c

```
#include
#include "server.h"

int main()

{

struct date a,b;

printf("Enter date1:");

scanf("%d/%d/%d",&a.day,&a.month,&a.year);

printf("Enter date2:");

scanf("%d/%d/%d",&b.day,&b.month,&b.year);

compare(a,b);
return 0;

}

#include
#include
**Server.h"

**Server
```

#### Server.c

```
#include
#include "server.h"
void compare(struct date a, struct date b)

if(a.day==b.day && a.month==b.month && a.year==b.year)
    printf("%d/%d/%d and %d/%d/ are equal\n",a.day,a.month,a.year,b.day,b.month,b.year);
    else if (a.year > b.year || a.year == b.year && a.month > b.month || a.year == a.year && a.month == b.month && a.day > b.day)
    printf("%d/%d/%d is greater than %d/%d/%d\n",a.day,a.month,a.year,b.day,b.month,b.year);
    else
        printf("%d/%d/%d is lesser than %d/%d/%d\n",a.day,a.month,a.year,b.day,b.month,b.year);

}
```

## Server.h

```
struct date
{
  int day,month,year;
};

void compare(struct date a,struct date b);
```

# 2)Problem 2:

# Makefile.mk

```
1  a.exe: client.o server.o
2  | gcc -o a.exe client.o server.o
3  client.o : client.c server.h
4  | gcc -c client.c
5  server.o : server.c server.h
6  | gcc -c server.c
```

#### Client.c

## Server.h

```
struct student

{
    int srn,phym,mathm,mechm,ecem,pswcm;
    char name[100];

};

void input(struct student *a,int n);

void output(struct student *a,int n);
```

### Server.c

```
ACT A DELIVER A STATE A STATE
```

# 3)Problem 3:

#### Makefile.mk

```
a.exe: client.o server.o

gcc -o a.exe client.o server.o

client.o: client.c server.h

gcc -c client.c

server.o: server.c server.h

gcc -c server.c
```

# Client.c

```
#include<stdio.h>
#include "server.h"
int main()
{

    struct meas d1,d2;
    printf("Enter distance 1:\n");
    printf("In Feet:");
    scanf("%d",&d1.f);
    printf("In inches:");
    scanf("%d",&d2.f);
    printf("In niches:");
    scanf("%d",&d2.f);
    printf("In inches:");
    scanf("%d",&d2,f);
    printf("In niches:");
    scanf("%d",&d2,f);
    printf("In niches:");
    scanf("%d",&d2,f);
    return 0;
}
```

#### Server.h

#### Server.c

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

void add(struct meas d1,struct meas d2)

{
    int total=d1.f*12+d2.f*12+d1.i+d2.i;
    int ft=total/12;
    int it=total/12;
    printf("Total in feet=%d and in inches=%d\n",ft,it);
    }
}
```

```
Circle Subbweek 11/vii, 2/vii ...

Circle Subbweek 11/vii, 2/vii ...

Circle Subbweek 11/vii, 3/vii ...

Circle Subbweek
```

# 4)Practice\_1:

# Makefile.mk

```
a.exe: client.o server.o

gcc -o a.exe client.o server.o

client.o: client.c server.h

gcc -c client.c

server.o: server.c server.h

gcc -c server.c
```

# Client.c

```
#include<stdio.h>
#include "server.h"
int main()

{
    struct items a[100];
    int n;
    printf("Enter total humber of items:");
    scanf("%d",%n);
    input(&a,n);
    output(&a,n);
    return 0;
}
```

# Server.h

## Server.c

## Output

```
Cox laboues if Nutl_practice_1>s
Inter total number of Items:3
Inter total number of Items:3
Inter total number of Items:3
Inter item ountity:2
Inter item ountity:3
Inter item ountity:40
Inter item ountity:4
```

# 5)Practice\_2:

#### Makefile.mk

```
a.exe: client.o server.o

gcc -o a.exe client.o server.o

client.o: client.c server.h

gcc -c client.c

server.o: server.c server.h

gcc -c server.c
```

#### Client.c

```
#include
#include "server.h"
int main()

{

struct complex z1,z2;

printf("Enter complex number 1:");

scanf("%d-%di", &z1.real,&z1.img);

printf("Enter complex number 2:");

scanf("%d-%di", &z2.real,&z2.img);

add(z1,z2);

mul(z1,z2);

return 0;

}

**Truct complex number 1:");

scanf("%d-%di", &z2.real,&z2.img);

add(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z2.real,&z2.img);

add(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z2.real,&z2.img);

add(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z1.real,&z1.img);

add(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z1.real,&z1.img);

add(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z1.real,&z1.img);

add(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z1.real,&z1.img);

add(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z1.real,&z1.img);

add(z1,z2);

sub(z1,z2);

return 0;

**Truct complex number 1:");

scanf("%d-%di", &z1.real,&z1.img);

scanf("%d-%di", &z2.real,&z2.img);

scanf("%di", &z2.real,&z2.img);

s
```

## Server.h

```
struct complex

int real,img;

void add(struct complex z1,struct complex z2);

void sub(struct complex z1,struct complex z2);

void mul(struct complex z1,struct complex z2);
```

## Server.c

```
#include stdio.h>
#include stdio.h>
#include stdio.h>
#include server.h"

void add(struct complex z1, struct complex z2)

if(z1.img;z2.img)=0)

printf("z1+z2=%d%di\n",z1.real+z2.real,z1.img;z2.img);
else

printf("z1+z2=%d%di\n",z1.real+z2.real,z1.img;z2.img);

if(z1.img-z2.img)=0)

printf("z1-z2=%d%di\n",z1.real-z2.real,z1.img-z2.img);

printf("z1-z2=%d%di\n",z1.real-z2.real,z1.img-z2.img);

printf("z1-z2=%d%di\n",z1.real-z2.real,z1.img-z2.img);

if(z1.img-z2.img)=0)

printf("z1-z2=%d%di\n",z1.real-z2.real,z1.img-z2.img);

if(z1.img-z2.real+z2.img*z1.img)=0)

printf("z1*z2=%d%di\n",z1.real*z2.real-z1.img*z2.img,z2.img*z1.real+z2.real*z1.img);

else

printf("z1*z2=%d%di\n",z1.real*z2.real-z1.img*z2.img,z2.img*z1.real+z2.real*z1.img);

else

printf("z1*z2=%d%di\n",z1.real*z2.real-z1.img*z2.img,z2.img*z1.real+z2.real*z1.img);

else
```

```
C:\cs lab\week 11\w11_practice_2>make
gcc -c server.c
gcc -o a.exe client.o server.o

C:\cs lab\week 11\w11_practice_2>a
Enter complex number 1:5+6i
Enter complex number 2:8+65i
Z1+Z2=13+71i
Z1-Z2=-3-59i
Z1*Z2=-350+373i
```