WRITE A C PROGRAM TO PRINT ‘ADAMAS UNIVERSITY’

**SORCE CODE :**

#include <stdio.h>

int main()

{

printf("ADAMAS UNIVERSITY");

return 0;

}

**OUTPUT:**

ADAMAS UNIVERSITY

WRITE A C PROGRAM TO ADD TWO NUMBERS

**SORCE CODE :**

#include <stdio.h>

int main()

{

int x=10, y=5;

printf("%d",x+y);

return 0;

}

**OUTPUT:**

15

**WRITE A C PROGRAM TO** **SUBSTRACT TWO NUMBERS TAKING FROM THE USER**

**SORCE CODE :**

#include <stdio.h>

int main() {

int num1, num2, result;

printf("Enter the first number: ");

scanf("%d", &num1);

printf("Enter the second number: ");

scanf("%d", &num2);

result = num1 - num2;

printf("Result: %d\n", result);

return 0;

}

**OUTPUT:**

Enter the first number: 99

Enter the second number: 88

Result: 11

**WRITE A C PROGRAM TO PRINT** **MULTIPLICATION TABLE WITHOUT USING LOOP.**

**SORCE CODE :**

#include <stdio.h>

int main() {

int n;

printf("Enter a number: ");

scanf("%d", &n);

printf("%d x 1 = %d\n", n, n \* 1);

printf("%d x 2 = %d\n", n, n \* 2);

printf("%d x 3 = %d\n", n, n \* 3);

printf("%d x 4 = %d\n", n, n \* 4);

printf("%d x 5 = %d\n", n, n \* 5);

printf("%d x 6 = %d\n", n, n \* 6);

printf("%d x 7 = %d\n", n, n \* 7);

printf("%d x 8 = %d\n", n, n \* 8);

printf("%d x 9 = %d\n", n, n \* 9);

printf("%d x 10 = %d\n",n, n \* 10);

return 0;

}

**OUTPUT:**

Enter a number: 10

10 x 1 = 10

10 x 2 = 20

10 x 3 = 30

10 x 4 = 40

10 x 5 = 50

10 x 6 = 60

10 x 7 = 70

10 x 8 = 80

10 x 9 = 90

10 x 10 = 100

WRITE A C PROGRAM TO FIND THE ASCII VALUE OF CHARACTER

**SORCE CODE :**

#include <stdio.h>

int main() {

char ch;

printf("Enter a character: ");

scanf("%c", &ch);

printf("The ASCII value of '%c' is %d\n", ch, ch);

return 0;

}

**OUTPUT:**

Enter a character: X

The ASCII value of 'X' is 88