Daffodil International University

# PROGRAMMING AND PROBLEM SOLVING

Presentation by

**Group 6**

# Introduction To Me And My Team

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Group 6

# Find Ascending or Descending Order From a Pair of Numbers

This program takes user inputs . Then check the conditions for each test case contains two integer number x and y and compare those two numbers if x is less than y , then X and Y are in ascending order.

Print "Crescente", if the values X and Y are in ascending order, otherwise print "Decrescente"

Finally print the result.

# Find Ascending or Descending Order From a Pair of Numbers

## Algorithm

Step 1: Start

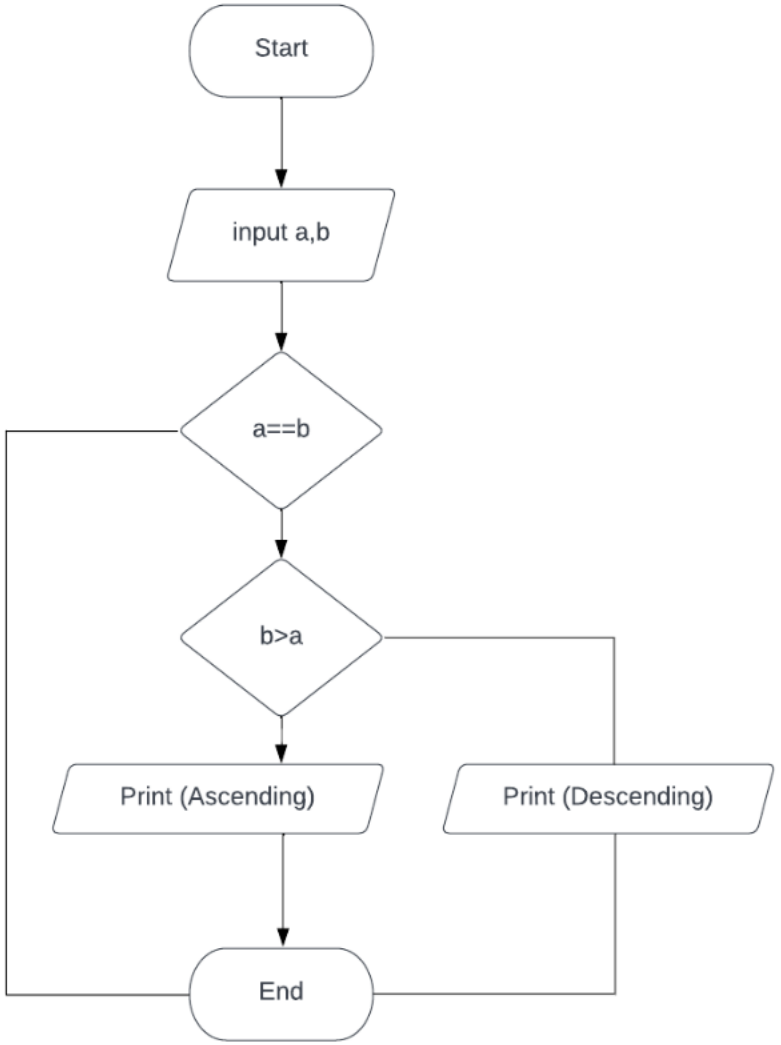
Step 2: Input a,b

Step 3: If (a==b) than end

Step 4: b>a than print Descending else print Ascending

Step 5: End

# Flowchart



```
#include<stdio.h>
int main()
{
	int a,b;
	while(1)
	{
		scanf("%d %d",&a,&b);

		if(a==b)
			break;

		else
		{
			if(x<y)
			{
				printf("Ascending\n");
			}
			else
			{
				printf("Descending\n");
			}
		}
	}
	return 0;
}
```

# Output

```
12 34
Crescente
43 14
Decrescente
23 42
Crescente
23 56
Crescente
66 12
Decrescente
16 16

Process returned 0 (0x0)   execution time : 41.060 s
Press any key to continue.
```

# C Program To
# Check Whether The Triangle Is Equilateral, Isosceles Or Scalene

Triangle consists of three sides and three angles. Based on the three sides, there are three types of triangle –

Equilateral triangle: All three sides are equal.
Isosceles triangle: All two sides are equal.
Scalene triangle: No sides are equal.

# C Program To Check Whether The Triangle Is Equilateral, Isosceles Or Scalene

## Algorithm

Step 1: Declare three sides of triangle.

Step 2: Enter three sides at run time.

Step 3: If side1 == side2 && side2 == side3

Go to step 6

Step 4: If side1 == side2 || side2 == side3 || side3 == side1

Go to Step 7

Step 5: Else

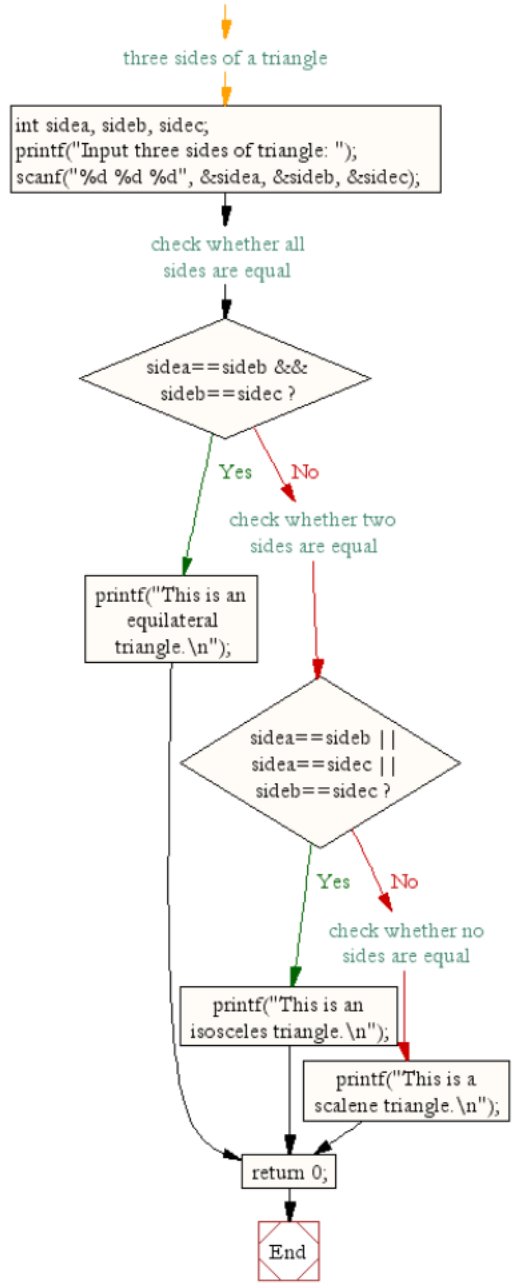
Go to step 8

Step 6: Print the triangle is equilateral.

Step 7: Print the triangle is isosceles.

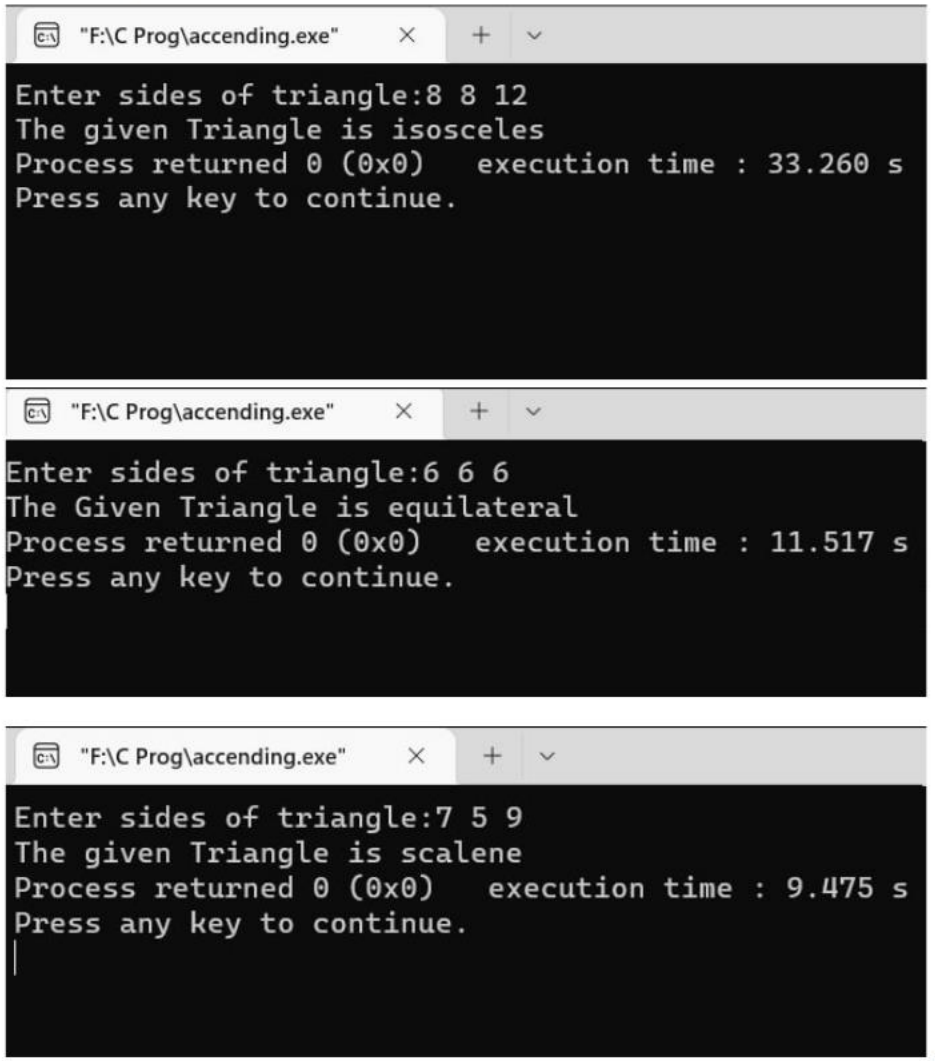
Step 8: Print the triangle is scalene.

# Flowchart


three sides of a triangle
int sidea, sideb, sidec;
printf("Input three sides of triangle: ");
scanf("%d %d %d", &sidea, &sideb, &sidec);
check whether all sides are equal
sidea==sideb && sideb==sidec ?
Yes
No
printf("This is an equilateral triangle.\n");
check whether two sides are equal
sidea==sideb || sidea==sidec || sideb==sidec ?
Yes
No
printf("This is an isosceles triangle.\n");
check whether no sides are equal
printf("This is a scalene triangle.\n");
return 0;
End

```c
#include<stdio.h>
int main(){
                int side1, side2, side3;
                printf("Enter sides of triangle:");
                scanf("%d%d%d",&side1,&side2,&side3);
  if(side1 == side2 && side2 == side3)
                printf("The Given Triangle is equilateral");
  else if(side1 == side2 || side2 == side3 || side3 == side1)
                printf("The given Triangle is isosceles");
  else
                printf("The given Triangle is scalene");
  return 0;
}
```

# Output




thank you