Operator Related Problems

(Total 15 questions)

SL	Problem statement			Difficulty levels
1.	Program that will decide whether a number is positive or not.			
	Sample input		Sample output	
	100		Positive	
	-11.11		Negative	
	0		Positive	
2.	Program that will decide	whether a number i	s even or odd.	*
	Sample input		Sample output	
	50		Even	
	-77		Odd	
	0		Even	
3.		integer of length o	ne from the terminal and then display the digit	*
3.	in English.		ne from the terminal and then display the digit	*
3.	in English. Sample input	Sample output	ne from the terminal and then display the digit	*
3.	in English. Sample input 9	Sample output nine	ne from the terminal and then display the digit	*
3.	in English. Sample input	Sample output	ne from the terminal and then display the digit	*
4.	in English. Sample input 9 0 Program that will check with should be such that, 0 < v	Sample output nine zero whether a triangle is value < 180) of the triangle	valid or not, when the three angles (angle valuriangle are entered through the keyboard.	
	Sample input 9 0 Program that will check we should be such that, 0 < vertical terms of the such that will be such that the su	Sample output nine zero whether a triangle is value < 180) of the triangle	valid or not, when the three angles (angle valuriangle are entered through the keyboard. hree angles is equal to 180 degrees.]	
	Sample input 9 0 Program that will check with should be such that, 0 < will be such that will discovered by the such that will be such	Sample output nine zero whether a triangle is value < 180) of the triangle	valid or not, when the three angles (angle valuriangle are entered through the keyboard. hree angles is equal to 180 degrees.] Sample output Yes	
	Sample input 9 0 Program that will check we should be such that, 0 < vertical terms of the such that will be such that the should in the such that the su	Sample output nine zero whether a triangle is value < 180) of the triangle	valid or not, when the three angles (angle valuriangle are entered through the keyboard. hree angles is equal to 180 degrees.] Sample output Yes Yes	
	Sample input 9 0 Program that will check with should be such that, 0 < will be such that will discovered by the such that will be such	Sample output nine zero whether a triangle is value < 180) of the triangle	valid or not, when the three angles (angle valuriangle are entered through the keyboard. hree angles is equal to 180 degrees.] Sample output Yes	

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Comple input	Compale autout			
Sample input 1	Sample output			
512	Yes Yes			
1022	No			
Program that will read from the console a random number and check if it is a nonzero positive number. If the check is yes, it will determine if the number is a power of 2. If the check fails the program will check for two more cases. If the number is zero, the program will print "Zero is not a valid input". Else it will print "Negative input is not valid".				
Sample input	Sample output			
0	Zero is not a valid input			
1 =	·			
1	l Yes			
1 512	Yes			
512	Yes			
512 1022 -512 Program that will take two num		*		
512 1022 -512 Program that will take two num than/less than/equal to Y.	Yes No Negative input is not valid bers X & Y as inputs and decide whether X is greater	*		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y)	Yes No Negative input is not valid bers X & Y as inputs and decide whether X is greater Sample output	*		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10	Yes No Negative input is not valid abers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10	*		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10	Yes No Negative input is not valid bers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10	*		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10	Yes No Negative input is not valid abers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10	*		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5	Yes No Negative input is not valid There is a sinput and decide whether is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5 There is a year is leap year or not.	*		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5 Program that will decide wheth Yes, if (Year % 4 =	Yes No Negative input is not valid There is a sinput and decide whether is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5 There is a year is leap year or not. There is a year is leap year or not. There is a year is leap year or not. There is a year is leap year or not. There is a year is leap year or not.			
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5 Program that will decide wheth Yes, if (Year % 4 =	Yes No Negative input is not valid abers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5 ser a year is leap year or not. Sample output Sample output Sample output			
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5 Program that will decide wheth Yes, if (Year % 4 = Sample input 2000	Yes No Negative input is not valid			
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5 Program that will decide wheth Yes, if (Year % 4 =	Yes No Negative input is not valid abers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5 ser a year is leap year or not. Sample output Sample output Sample output			

	Sample input			Sample output			
Z				Alphabet			
Α				Alphabet			
8				Digit			
*				Special			
Prog	ram that w			ions of the form			**
		\III	ulliber12 <	operator> <nui< th=""><th>IIDEI Z/</th><th></th><th></th></nui<>	IIDEI Z/		
			; where ope	erators are (+, -,	*,/)		
	An	d if the operato	or is "/", the	n check if <num< th=""><th>ber2> nonzero</th><th>or not.</th><th></th></num<>	ber2> nonzero	or not.	
San	Sample input			Sample out	put		
100		5		Multiplication			
100	100 / -5.5			Division: -18.181818			
100) / 0			Division: Z	ero as divisor i	s not valid!	
_	ram that w ner grade.	ill take the fina	l score of a	student in a part	ticular subject :	as input and find	*
	Marks	Letter Grade	Marks	Letter Grade	Marks	Letter Grade	
	90-100	A	70-73	C+	Less than 55	F	
I	86-89	A-	66-69	С			
	82-85	B+	62-65	C-			
	78-81	В	58-61	D+			
	74-77	В-	55-57	D			
				T			
					MIIT		
San 91.!	nple input			Grade: A	put		

12.	Program that will construct a menu for performing arithmetic operations. The user will give
	two real numbers (a, b) on which the arithmetic operations will be performed and an integer
	number (1 <= Choice <= 4) as a choice. Choice-1, 2, 3, 4 are for performing addition,
	subtraction, multiplication, division (quotient) respectively.

Sample input (a, b, Choice)		Sample output	
5	10	Multiplication: 50	
3			
-5	10.5	Quotient: 0	
4			

13. Program that will construct a menu for performing arithmetic operations. The user will give two real numbers (a, b) on which the arithmetic operations will be performed and an integer number (1 <= Choice <= 4) as a choice. Choice-1, 2, 3, 4 are for performing addition, subtraction, multiplication, division respectively.

If Choice-4 is selected, again the program will ask for another choice (1 <= **Case** <=2), where Case-1, 2 evaluate quotient and reminder respectively.

Sample input	Sample output	
5 10	Multiplication: 50	
3		
-5 10.5	Quotient: 0	
4		
1		
-5 10.5	Reminder: -48	
4		
2		

14. Program that will construct a menu for performing arithmetic operations. The user will give two real numbers (a, b) on which the arithmetic operations will be performed and an integer number (1 <= Choice <= 4) as a choice. Choice-1, 2, 3, 4 are for performing addition, subtraction, multiplication, division respectively.

If Choice-4 is selected, the program will check if **b** is nonzero.

If the check is true, the program will ask for another choice (1 <= **Case** <=2), where Case-1, 2 evaluate quotient and reminder respectively. If the check is false, it will print an error message "Error: Divisor is zero" and halt.

Sample input		Sample output	
5	10	Multiplication: 50	
3			
-5	10.5	Reminder: -48	
4			
2			
-5	0	Error: Divisor is zero	
4			

15. Program for "Guessing Game":

Player-1 picks a number X and Player-2 has to guess that number within N = 3 tries. For each wrong guess by Player-2, the program prints "Wrong, N-1 Chance(s) Left!" If Player-2 successfully guesses the number, the program prints "Right, Player-2 wins!" and stops allowing further tries (if any left). Otherwise after the completion of N = 3 wrong tries, the program prints "Player-1 wins!" and halts.

[Restriction: Without using loop/break/continue

Hint: Use flag]

Sample input (X, n1, n2, n3)	Sample output		
5	Wrong, 2 Chance(s) Left!		
12 8 5	Wrong, 1 Chance(s) Left!		
	Right, Player-2 wins!		
100	Wrong, 2 Chance(s) Left!		
50 100	Right, Player-2 wins!		
20	Wrong, 2 Chance(s) Left!		
12 8 5	Wrong, 1 Chance(s) Left!		
	Wrong, 0 Chance(s) Left!		
	Player-1 wins!		