

C programming – lab 03

Example-01

```
/* UNFORMATTED I/O opeeation*/
```

```
/*getchar , putchar() */
```

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

```
int main()
```

```
{
```

```
    char alphabet;
```

```
    printf("enter any alphabet ");
```

```
    alphabet=getchar();
```

```
    printf("the entered alphabet is ");
```

```
    putchar(alphabet);
```

```
    return 0;
```

```
}
```

Example -02 * entering string

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

```
int main()
```

```
{
```

```
    char name[25];
```

```
    printf("enter the name \n");
```

```
    gets(name);
```

```
    printf("the entered name is : \t");
```

```
    puts(name);
```

```
return 0;
```

}Example-03

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

```
int main()
```

```
{
```

```
    char name[25];
```

```
    printf("enter the name \n");
```

```
    scanf("%s",name);
```

```
    printf("the entered name is \n %s ",name);
```

```
        printf("Rehan");
```

```
    return 0;
```

```
}
```

Example -04

```
/* program to check if the given number is negative or positive */
```

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

```
int main()
```

```
{
```

```
    int num;
```

```
    printf("enter a number \n");
```

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

```
    if(num>0)
```

```
    {
```

```
        printf("the number is positive ");
```

```
    }
```

```
    else
```

```

    {
        printf("the number is negative");
    }
    return 0;
}

```

Example – 05 program to calculate the area of circle

```

#include<stdio.h>

int main()
{
    int rad;
    float pie=3.13;
    float area;
    printf("enter a radius \n");
    scanf("%i",&rad);

    area=3.14*rad*rad;
    printf("the area is : %f",area);
    return 0;
}

```

Example – 06

/* program to check if the given number radius is negative or positive and calculate area only when the radius is positive */

```

#include<stdio.h>

int main()
{
    int rad;

```

```
float area;

printf("enter a radius \n");

scanf("%i",&rad);

if(rad>0)
{
    area=3.14*rad*rad;

    printf("the area is : %f",area);
}
else
{
    printf("Please enter valid radius");
}

return 0;
}
```