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CPE100 Computer Programming for Engineers

Instructions

1) Write C program to Output “This is Tutorial_01."

```c
#include <stdio.h>

int main () {

 puts("This is Tutorial_01.");


return 0;
}
```

2) Write C program to Output
“Hello, welcome to CyberAnt Camp#1.

Good luck. Have fun."

*** Student have to have exactly output format *** Hint : Use \t and \n

```c
#include <stdio.h>

int main () {

 puts("Hello, welcome to CyberAnt Camp#1.");
 puts("\t Good luck. Have fun.");


return 0;
}
```

3) Write C program to Output
“#include<stdio.h> int main(){
printf("Hello World”);
return 0; }“

main.c > main

```c
#include <stdio.h>

int main () {

 printf("#include<stdio.h> \n int main(){ \n \t printf(\"Hello World\”); \n reture(0);");


return 0;
}
```

4) Write C program to Output Integer “2147483648 ”

*** Hint: Check integer type

main.c > main

```c
#include <stdio.h>

int main() {

  long a=2147483648;
  printf("%ld\n", a);

  return 0;
}
```

5) Write C program to Output Integer the same number as Input

*** For example input : 10 output : 10

main.c > main

```c
#include <stdio.h>

int main() {

  int a =10;

  printf("%d\n", a);

  return 0;
}
```

Or

```c
#include <stdio.h>

int main() {

  int a;
  scanf("%d", &a);
  printf("%d\n", a);

  return 0;
}
```

6) Write C program to Output Integer the same number as Input with following format “Queue Number <Input Number>

*** For example input : 10 output : Queue Number 10

main.c > main

```c
#include <stdio.h>

int main() {

 int a=10;
 printf("Queue Number %d\n", a);

  return 0;
}
```

Or

main.c > main

```c
#include <stdio.h>

int main() {

 int a;

scanf("%d", &a);
printf("Queue Number %d\n", a);

  return 0;
}
```

7) Write C program to Output float number the same number as Input

*** For example input : 3.1415 output : 3.141500

main.c > main

```c
#include <stdio.h>

int main() {

 float a=3.1415;
 printf("%f", a);

  return 0;
}
```

Or

main.c > main

```c
#include <stdio.h>

int main() {

 float a;
 scanf("%f", &a);
 printf("%f", a);

  return 0;
}
```

8) Write C program to Output float number the same number as Input but only 2 decimal

*** For example input : 3.1415 output : 3.14

main.c > main

```c
#include <stdio.h>

int main() {

 float a=3.1415;
 printf("%.2f", a);

  return 0;
}
```

Or

main.c > main

```c
#include <stdio.h>

int main() {

 float a;
 scanf("%f", &a);
 printf("%.2f", a);

  return 0;
}
```

9) Write C program to Output float number the same number as Input with 10 decimal

*** For example input : 3.1415 output : 3.1415000000

*** Warning !!!! Check carefully float number output maybe wrong

main.c > main

```c
#include <stdio.h>

int main() {

 double a=3.1415;
 printf("%.10f", a);

  return 0;
}
```

10) Write C program to Output Area of the Circle by input their radius (Only 3 decimal output)

*** For example input : 5 output : 78.539

```c
#include <stdio.h>

int main() {

float a, area;

scanf("%f", &a);
area = 3.14159*(a*a);
printf("%.3f\n", area);

  return 0;
}
```