TASK 1:

#include<stdio.h>

int main(){

int num;

scanf("%d", &num);

if(num%3 == 0){

printf("Multiple of three");

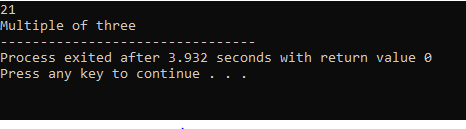
}

else{

printf("Not a Multiple of three");

}

}



TASK 2:

#include<stdio.h>

int main(){

char op;

int n1, n2;

printf("Enter Operation (+, -, \*, /) : ");

scanf("%c", &op);

printf("Enter number 1: ");

scanf("%d", &n1);

printf("Enter number 2: ");

scanf("%d", &n2);

switch(op){

case '+':

printf("Sum = %d", n1 + n2);

break;

case '-':

printf("Difference = %d", n1 - n2);

break;

case '\*':

printf("Product = %d", n1 \* n2);

break;

case '/':

printf("Division = %d", n1 / n2);

break;

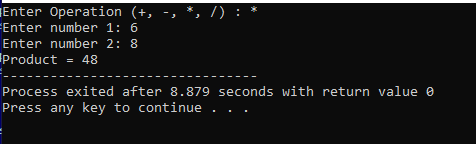
default:

printf("Enter a valid operation");

break;

}

}



TASK 3

#include<stdio.h>

int main(){

char c;

printf("Enter a character : ");

scanf("%c", &c);

printf("ASCII value of character is %d \n", c);

if(c >= 65 && c <= 90){

printf("Capital alphabet");

}

else if(c >= 97 && c <= 122){

printf("Small alphabet");

}

else if(c >= 48 && c <= 57){

printf("Numeric Value");

}

else if(c >= 32 && c <= 127){

printf("Special character");

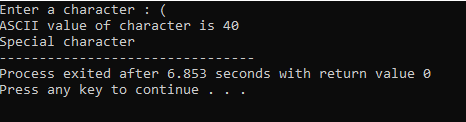
}

else{

printf("Not a valid character");

}

}



TASK 4:

#include<stdio.h>

int main(){

float amount;

float discount\_p, discount;

float remaining;

printf("Enter your amount : ");

scanf("%f", &amount);

if(amount < 500){

printf("Not eligible");

}

else if(amount < 2000){

printf("5%% discount");

discount\_p = 5;

}

else if(amount < 4000){

printf("10%% discount");

discount\_p = 10;

}

else if(amount < 6000){

printf("10%% discount");

discount\_p = 20;

}

else{

printf("35%% discount");

discount\_p = 35;

}

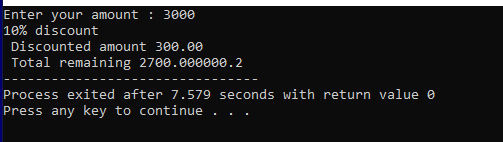
discount = (discount\_p/100) \* amount;

printf("\n Discounted amount %.2f", discount);

remaining = amount - discount;

printf("\n Total remaining %f.2", remaining);

}



TASK 5:

#include <stdio.h>

int main() {

int customer\_id;

char customer\_name;

float units\_consumed, total\_amount;

printf("Enter Customer Name: ");

scanf("%c", &customer\_name);

printf("Enter Customer ID: ");

scanf("%d", &customer\_id);

printf("Enter Units Consumed: ");

scanf("%f", &units\_consumed);

if (units\_consumed <= 199) {

total\_amount = units\_consumed \* 16.20;

} else if (units\_consumed >= 200 && units\_consumed < 300) {

total\_amount = units\_consumed \* 20.10;

} else if (units\_consumed >= 300 && units\_consumed < 500) {

total\_amount = units\_consumed \* 27.10;

} else {

total\_amount = units\_consumed \* 35.90;

}

if(total\_amount > 18000){

printf("Surcharge of 15%% is applied.");

float Extra = total\_amount \* 0.15;

printf("\nElectricity Bill\n");

printf("-----------------\n");

printf("Customer ID : %d\n", customer\_id);

printf("Customer Name : %c\n", customer\_name);

printf("Units Consumed: %.2f\n", units\_consumed);

printf("Total Amount Before surcharge : %.2f\n", total\_amount);

total\_amount += Extra;

printf("Total Amount after surcharge : %.2f\n", total\_amount);

}

else{

printf("\nElectricity Bill\n");

printf("-----------------\n");

printf("Customer ID : %d\n", customer\_id);

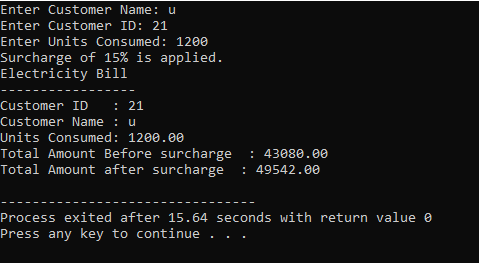
printf("Customer Name : %c\n", customer\_name);

printf("Units Consumed: %.2f\n", units\_consumed);

printf("Total Amount : %.2f\n", total\_amount);

}

}



TASK 6:

#include <stdio.h>

int main() {

int n;

printf("Enter a positive integer: ");

scanf("%d", &n);

if (n >= 1 && n <= 9) {

switch(n) {

case 1:

printf("one\n");

break;

case 2:

printf("two\n");

break;

case 3:

printf("three\n");

break;

case 4:

printf("four\n");

break;

case 5:

printf("five\n");

break;

case 6:

printf("six\n");

break;

case 7:

printf("seven\n");

break;

case 8:

printf("eight\n");

break;

case 9:

printf("nine\n");

break;

}

} else if (n > 9) {

printf("greater than 9\n");

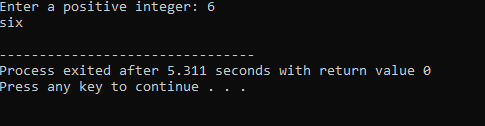
} else {

printf("Invalid input, please enter a positive integer.\n");

}

return 0;

}



TASK 7

#include <stdio.h>

int main() {

int light\_intensity;

printf("Enter the light sensor value (0-1000): ");

scanf("%d", &light\_intensity);

if (light\_intensity < 0 || light\_intensity > 1000) {

printf("Invalid sensor value. Please enter a value between 0 and 1000.\n");

}

else {

if (light\_intensity > 500) {

printf("Exposed under sunshine.\n");

}

else if (light\_intensity >= 100 && light\_intensity <= 500) {

printf("Lighting conditions.\n");

}

else if (light\_intensity >= 0 && light\_intensity < 100) {

printf("Evening or low light conditions.\n");

}

}

return 0;

}

