

A Pizza outlet is offering a promotion for the month of April to the customers. Write a C program to input the pizza type ('1' for Vegetable, '2' for Chicken and '3' for fish) and quantity and calculate the total amount to be paid by the customer. A discount is given for the orders more than 3 pizzas based on the Pizza type, as shown in the table below;

<u>Pizza Type</u>	<u>Price of a Pizza</u>	<u>Discount</u>
1	Rs. 1000.00	10%
2	Rs. 1600.00	12%
3	Rs. 1400.00	15%

The program should allow the user to enter orders until -1 is entered.

Sample output

```
Enter Pizza Type    : 1
Enter Quantity      : 2
Total Price         Rs : 2000.00
```

```
Enter Pizza Type    : 2
Enter Quantity      : 4
Total Price         Rs : 5632.00
```

```
Enter Pizza Type    : -1
```

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

```
int main(void){
```

```
    int type,quantity;
```

```
    float discount,price,total=0;
```

```
    printf("Enter Pizza Type:");
```

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

```
    while(type!=-1){
```

```
total=0;

printf("Enter Quantity:");

scanf("%d",&quantity);

if(type==1){

    price=1000.00;

    discount=10;

}

else if(type==2){

    price=1600.00;

    discount=12;

}

else if(type==3){

    price=1400.00;

    discount=15;

}


if(quantity>3){

    total=quantity*price;

    total=total-(total*(discount/100));

}

else{

    total=quantity*price;

}

printf("Total price Rs :%.2f\n\n",total);

printf("Enter Pizza Type:");
```

```
scanf("%d",&type);  
}
```

```
return 0;  
}
```

Write a C program to input the items purchased by a customer at a Stationary Shop and find the total price to be paid by the customer. The items and the prices of each item is shown below;

Item number	Unit Price
1	30.00
2	45.00
3	55.50

An order can consist of many items until the user enters -99 to complete an order. The program should display the Total price paid for a single order.

Sample output

Enter item : 1  
Enter Quantity : 5

Enter item : 2  
Enter Quantity : 10

Enter item : -99  
Total Price to pay Rs : 600.00

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

```
int main(void){

    int item,quantity;
    float total=0,price;
    printf("Enter item:");
    scanf("%d",&item);
    while(item!=-99){

        printf("Enter Quantity:");
        scanf("%d",&quantity);

        if(item==1){
            price=30.00;}
        else if(item==2)
            price=45.00;
        else if(item==3){
            price=55.50;}

    else{

        printf("Invalid Item Number\n");

        }

    total=total+(price*quantity);
    printf("\n");
    printf("Enter item:");
```

```

scanf("%d",&item);
}

printf("\nTotal Pricee to pay Rs :%.2f",total);

return 0;}

```

Write a C program to input the items purchased by a retailer from a distributor and find the total price to be paid by the retailer. The items and the prices of each item is shown below;

Item number	Unit Price
1	300.25
2	145.50
3	525.00

An order can consist of many items until the user enters -1 to complete an order. The program should display the Total price paid for a single order.

Sample output

```

Enter item      : 1
Enter Quantity  : 50

Enter item      : 2
Enter Quantity  : 100

Enter item      : -1
Total Price to pay Rs : 29562.50

```

Marking Guide  
Declaring meaningful variable names - 0.5 mark

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

```
int main(void){
```

```

int item,quantity;

float Uprice,total=0;

printf("\nEnter Item:");

```

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

while(item!=-1){

    printf("Enter Quantity:");
    scanf("%d",&quantity);

    if(item==1)
        Uprice=300.25;
    else if(item==2)
        Uprice=145.50;
    else if(item==3)
        Uprice=525.00;
    else{
        printf("Invalid Item Number\n");

    }

    total=total+(quantity*Uprice);

    printf("\nEnter Item:");
    scanf("%d",&item);}

    printf("Total Price To pay Rs:%.2f",total);

return 0;

}
```

Answered  
it of  
Question

A Burger outlet is offering a promotion for the month of April to the customers. Write a C program to input the burger type ('1' for Regular, '2' for Cheese Burger and '3' for Double Layer) and quantity and calculate the total amount to be paid by the customer. An extra charge will be taken for the type of the burger. Price of a Burger is Rs.500.00.

Burger Type	Extra Charge per Burger
1	No extra Charge
2	Rs. 50.00
3	Rs. 100.00

The C program should allow the user to enter orders until the user input a number other than 1,2,3 as the burger type.

Sample output

Enter Burger Type : 1  
Enter Quantity : 3  
Total Price Rs: 1500.00

Enter Burger Type : 2  
Enter Quantity : 3  
Total Price Rs: 1650.00

Enter Burger Type : -1

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

```
int main(void){
```

```
    int Btype,quantity;
```

```
    float Total,Extra;
```

```
printf("Enter The Buger type:");
scanf("%d",&Btype);

while(Btype>0 && Btype<4){
    Total=0;
    printf("Enter Quantity:");
    scanf("%d",&quantity);
    if(Btype==1)
        Extra=0;
    else if(Btype==2)
        Extra=50.00;
    else if(Btype==3)
        Extra=100.00;

    Total=(500.00+Extra)*quantity;
    printf("Total Price  Rs:%.2f\n\n",Total);
    printf("Enter The Buger type:");
    scanf("%d",&Btype);
}
return 0;
}
```



A race has 4 rounds and a player can get a score between 0 - 5 in each round. The player who obtained the highest average score is considered as the winner. Write a C program to read the scores of a player for all 4 rounds from the key board and calculate and display the average score. First, the program should ask the user to enter the number of players participating for the race , and calculate the average score for that many players.

#### Sample output

How many players are in the race : 2

Enter the scores of player 1 ( between 0 -5)

round 1 - 3

round 2 - 2

round 3 - 3

round 4 - 2

average score - 2.5

Enter the scores of player 2 (between 0 - 5)

round 1 - 4

round 2 - 3

round 3 - 3

round 4 - 4

average score - 3.5

#### Marking Guide

Declaring meaningful variable names - 0.5 mark

Using correct data types for variables - 0.5 mark

Correct loop - 5.0 marks

Correct calculation - 0.5 mark

Display output correctly - 0.5 mark

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

```
int main(void){
```

```
    int players,round,count,score,total=0;
```

```
    printf("How many players are in the race:");
```

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

```
    for(count=1;count<=players;count++){
```

```
        total=0;
```

```
        printf("\nEnter the scores of player %d(between 0-5)\n",count);
```

```
        for(round=1;round<=4;round++){
```

```
            printf("round %d-",round);
```

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

```
            if(score>0 && score<6){
```

```
                total=total+score;
```

```
            }
```

```
            else{
```

```
                printf("Enter again Invalid input\n");
```

```
                round--;
```

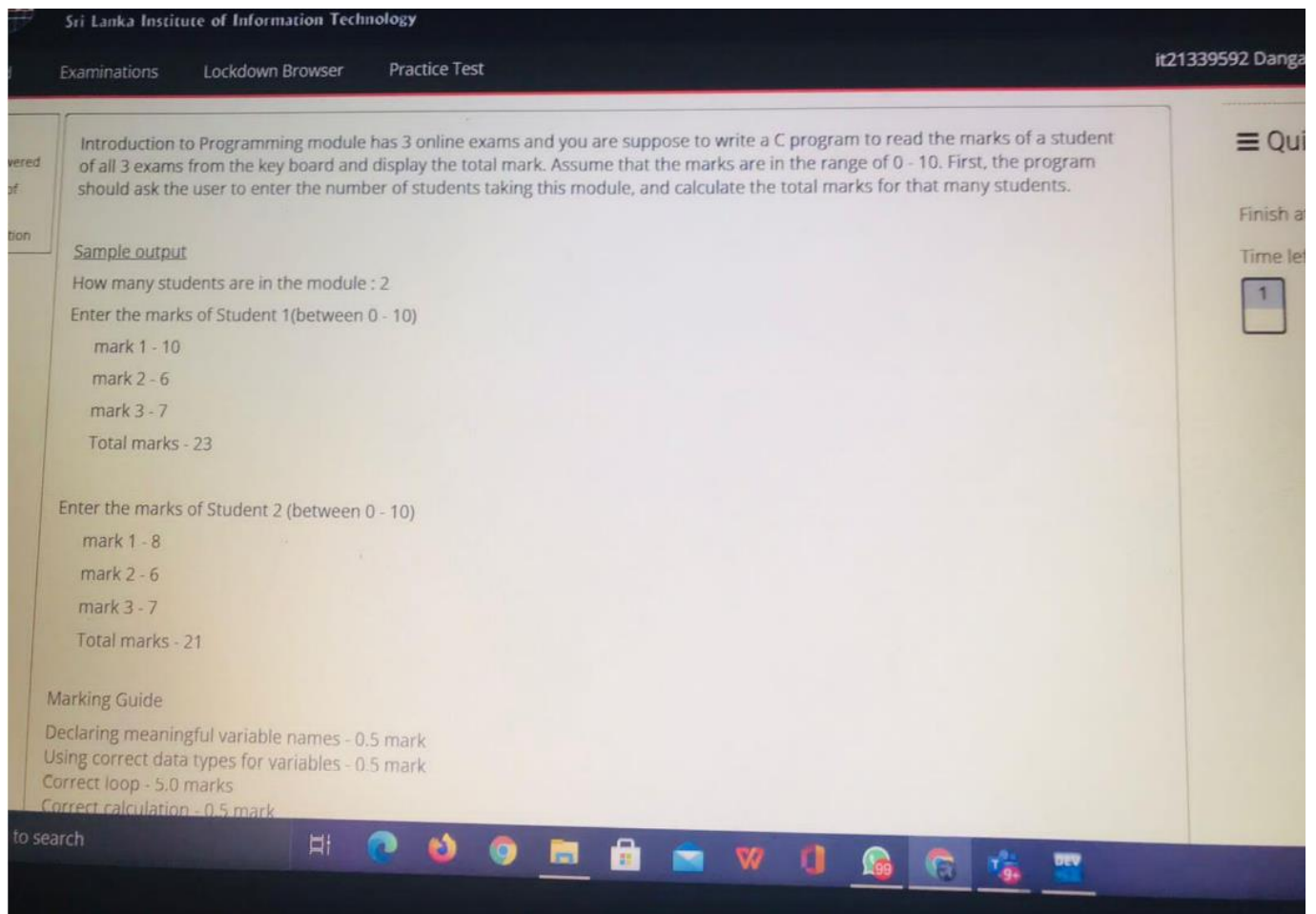
```
            }
```

```
        }
```

```
    printf("average score-%.1f\n",total/4.0);}
```

```
    return 0;
```

```
}
```



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

```
int main(void){
```

```
    int students,Mcount,count,marks,total;
```

```
    printf("How many Students are in the Module:");
```

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

```
    for(count=1;count<=students;count++){
```

```
total=0;
printf("\nEnter the marks of student %d(between 0-10)\n",count);
    for(Mcount=1;Mcount<=3;Mcount++){

        printf("mark %d-",Mcount);
        scanf("%d",&marks);
        if(marks>=0 && marks<11)
            total=total+marks;
        else{
            printf("Enter again Invalid Marks\n");
            Mcount--;
        }

    }

    printf("Total marks-%d\n",total);

}
```

**Question 1**

Not yet answered

Marked out of  
10.00

Flag question

A race has 3 rounds and a player can get a score between 0 - 4 in each round. The player who obtained the highest average score is considered as the winner. Write a C program to read the scores of a player of all 3 rounds from the key board and calculate and display the average score. After entering the scores for one player, the program should ask from the user whether he/she wants to enter the scores of another player. If user says 'y' or 'Y', the program should continue entering the scores. If user says 'n' or 'N', the program should stop reading scores from the keyboard.

Sample output

Enter the scores of player 1(between 0 - 4)

round 1 - 3

round 2 - 2

round 3 - 3

average score - 2.67

Do you want to enter the scores of another player (y/n) ? y

Enter the scores of player 2 (between 0 - 4)

round 1 - 4

round 2 - 3

round 3 - 3

average score - 3.37

Do you want to enter the scores of another player (y/n) ? n

Marking Guide

Declaring meaningful variable names - 0.5 mark

Using correct data types for variables - 0.5 mark

Correct loop - 5.0 marks

Correct calculation - 0.5 mark

Display output correctly - 0.5 mark

Formatting of output - 0.5 mark

Coding standards - 0.5 mark

≡ Quiz n

Finish attempt

Time left 0:31

1

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

```
int main(void){
```

```
    char player;
```

```
    int Pcount=0,round,score,total;
```

```
    do{
```

```
Pcount++;

total=0;

printf("Enter the scores of player %d(between 0-4)\n",Pcount);


for(round=1;round<=3;round++){

    printf("round %d-",round);

    scanf("%d",&score);

    if(0<=score && 5>score)

        total=total+score;

    else{

        round--;

        printf("Invalid Score.. Enter again\n");

    }

}

printf("average score-%.2f\n",total/3.0);

printf("Do you want to enter the scores of another player(y/n)?");

scanf(" %c",&player);


}while(player=='y' || player=='Y');

return 0;

}
```

Question 1

Not yet answered

Marked out of 10.00

Flag question

A race has 2 rounds and a player can get a score between 0 - 7 in each round. The player who obtained the highest average score is considered as the winner. Write a C program to read the scores of a player for all 2 rounds from the key board and calculate and display the average score. First, the program should ask the user to enter the number of players participating for the race , and calculate the average score for that many players.

Sample output

How many players are in the race : 2

Enter the scores of player 1 ( between 0 -7)

round 1 - 5

round 2 - 7

average score - 6.0

Enter the scores of player 2 (between 0 - 7)

round 1 - 4

round 2 - 3

average score - 3.5

Marking Guide

Declaring meaningful variable names - 0.5 mark

Using correct data types for variables - 0.5 mark

Correct loop - 5.0 marks

Correct calculation - 0.5 mark

Display output correctly - 0.5 mark

Formatting of output - 0.5 mark

Coding standards - 1.5 mark

Correct compilation of program - 0.5 mark

≡ Q

Finish

Time

1

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

```
int main(void){
```

```
    int players,round,count,score,total;
```

```
    printf("How many players are in the race:");
```

```

scanf("%d",&players);

for(count=1;count<=players;count++){

    total=0;

    printf("\nEnter the scores of player %d(between 0-7)\n",count);

        for(round=1;round<=2;round++){

            printf("round %d-",round);

            scanf("%d",&score);

            if(0<=score && score<8)

                total=total+score;

            else{

                round--;

                printf("Invalid score...Enter again\n");

            }

        }

        printf("average score-%.1f\n",total/2.0);

    }

}

```



Question 1  
Not yet answered  
Marked out of 10.00  
Flag question

Introduction to Programming module has 3 online exams and you are suppose to write a C program to read the marks of a student for all 3 exams from the key board and display the total mark. Assume that the marks are in the range of 0 - 10. After entering the marks for one student, the program should ask from the user whether he/she wants to enter the marks of another student. If user says 'y' or 'Y', the program should continue entering the marks. If user says 'n' or 'N', the program should stop reading marks from the keyboard.

Sample output

Enter the marks of Student 1(between 0-10)

mark 1 - 10  
mark 2 - 6  
mark 3 - 7  
Total marks - 23

Do you want to enter mark of another student(y/n)? y

Enter the marks of Student 2(between 0-10)

mark 1 - 8  
mark 2 - 6  
mark 3 - 7  
Total marks - 21

Do you want to enter mark of another student(y/n)? n

Marking Guide  
Declaring meaningful variable names - 0.5 mark  
Using correct data types for variables - 0.5 mark  
Correct loop - 5.0 marks

Quiz navigation

Finish attempt ...

Time left 0:39:32

1

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

```
int main(void)
```

```
{
```

```
    int Mcount,Scount=0,marks,total;
```

```
    char student;
```

```
    do{
```

```
        Scount++;
```

```
        total=0;
```

```
        printf("\nEnter the marks of Student %d(between 0-10)\n",Scount);
```

```
        for(Mcount=1;Mcount<=3;Mcount++){
```

```
            printf("Mark %d-",Mcount);
```

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

```
            if(0<=marks && marks<11)
```

```

        total+=marks;

    else{

        Mcount--;

        printf("Invalid Marks..Enter again\n");

    }

}

printf("\ntotal=%d",total);

printf("\nDo you want to enter marks of another student(y/n)?");

scanf(" %c",&student);

}while(student=='y' || student=='Y');

return 0;

}

```

Question 1  
Not yet answered  
Marked out of 10.00  
Flag question

Introduction to Programming module has 4 online exams and you are suppose to write a C program to read the marks of a student for all 4 exams from the key board and display the total mark. Assume that the marks are in the range of 0 - 20. After entering the marks for one student, the program should ask from the user whether he/she wants to enter the marks of another student. If user says 'y' or 'Y', the program should continue entering the marks. If user says 'n' or 'N', the program should stop reading marks from the keyboard.

Sample output

Enter the marks of Student 1(between 0-20)

mark 1 - 10  
mark 2 - 6  
mark 3 - 7  
mark 4 - 8  
Total marks - 31

Do you want to enter mark of another student(y/n)? y

Enter the marks of Student 2(between 0-20)

mark 1 - 8  
mark 2 - 6  
mark 3 - 7  
mark 4 - 9  
Total marks - 30

Do you want to enter mark of another student(y/n)? n

Marking Guide

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

```
int main(void)
```

```
{
```

```
    int Mcount,Scount=0,marks,total;
```

```
    char student;
```

```
    do{
```

```
        Scount++;
```

```
        total=0;
```

```
        printf("\nEnter the marks of Student %d(between 0-20)\n",Scount);
```

```
        for(Mcount=1;Mcount<=4;Mcount++){
```

```
            printf("Mark %d-",Mcount);
```

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

```
            if(0<=marks && marks<21)
```

```
                total+=marks;
```

```
            else{
```

```
                Mcount--;
```

```
                printf("Invalid Marks..Enter again\n");
```

```
            }
```

```
        }
```

```
        printf("\ntotal=%d",total);
```

```
        printf("\nDo you want to enter marks of another student(y/n)?");
```

```
        scanf(" %c",&student);
```

```
    }while(student=='y' || student=='Y');  
    return 0;  
}
```



You are asked to write a C program to print the multiplication table for any given number for a given range.

Example :

Enter the number : 8

Enter the range : 10

$$8 \times 1 = 8$$

$$8 \times 2 = 16$$

$$8 \times 3 = 24$$

$$8 \times 4 = 32$$

$$8 \times 5 = 40$$

$$8 \times 6 = 48$$

$$8 \times 7 = 56$$

$$8 \times 8 = 64$$

$$8 \times 9 = 72$$

$$8 \times 10 = 80$$

Write a function called multiply() to calculate the multiplication of any given two numbers.

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

```
int main(void){
```

```
    int number,range,count;
```

```
    printf("Enter The Number:");
```

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

```
    printf("Enter the range:");
```

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

```
    for(count=1;count<=range;count++){
```

```
        printf("%d x %d=%d\n",number,count,number*count);
```

```
    }
```

```
    return 0;
```

```
}
```

Write a C program to find the winner of a bowling game which consists of 3 rounds. The program should allow the user to enter the player number ( integer ) and the score for three rounds. The winner is the person with the maximum total score. The program should first input the number of players in the game and allow the user to enter scores for all players.

Sample output

Input number of players : 3

Input player number : 1

Input score 1 : 8

Input score 2 : 7

Input score 3 : 9

Total score : 24

Input player number : 2

Input score 1 : 6

Input score 2 : 8

Input score 3 : 6

Total score : 20

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

```
int main(void){
```

```
    int players,score,total=0,count,Pnumber,win,max=0;
```

```
    printf("Input number of players:");
```

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

```
    for(players;0<players;players--){
```

```
        total=0;
```

```
        printf("\nInput Player number:");
```

```
scanf("%d",&Pnumber);  
for(count=1;count<=3;count++){  
  
    printf("Input Score %d:",count);  
    scanf("%d",&score);  
    total=total+score;  
  
}  
  
printf("Total Score:%d",total);  
if(total>=max){  
    max=total;  
    win=Pnumber;  
  
}  
  
}  
  
printf("\nThe Winner is Player Number:%d",Pnumber);  
  
return 0;  
  
}
```



Write a C Program to get input of 5 marks(0-100) and calculate and display the average. Get the user input as int and get the output as float. Give the output to 2 decimal places. If the user inputs and invalid value, give an error message and take that user input again. (while / for)...

```
C:\Users\Randula Mawaththa\Desktop\my answers\Page 04.1.exe
Input the mark number 1 : 93
Input the mark number 2 : -13
Invalid input!!
Input the mark number 2 : 84
Input the mark number 3 : 65
Input the mark number 4 : 34
Input the mark number 5 : 102
Invalid input!!
Input the mark number 5 : 85

Average of the 5 marks is : 72.20

-----
Process exited after 20.92 seconds with return value 0
Press any key to continue . . .
```

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

```
int main(void){
```

```
    int count,marks,total=0;
```

```
    float average;
```

```
    for(count=1;count<=5;count++){
```

```
        printf("Input the mark number %d:",count);
```

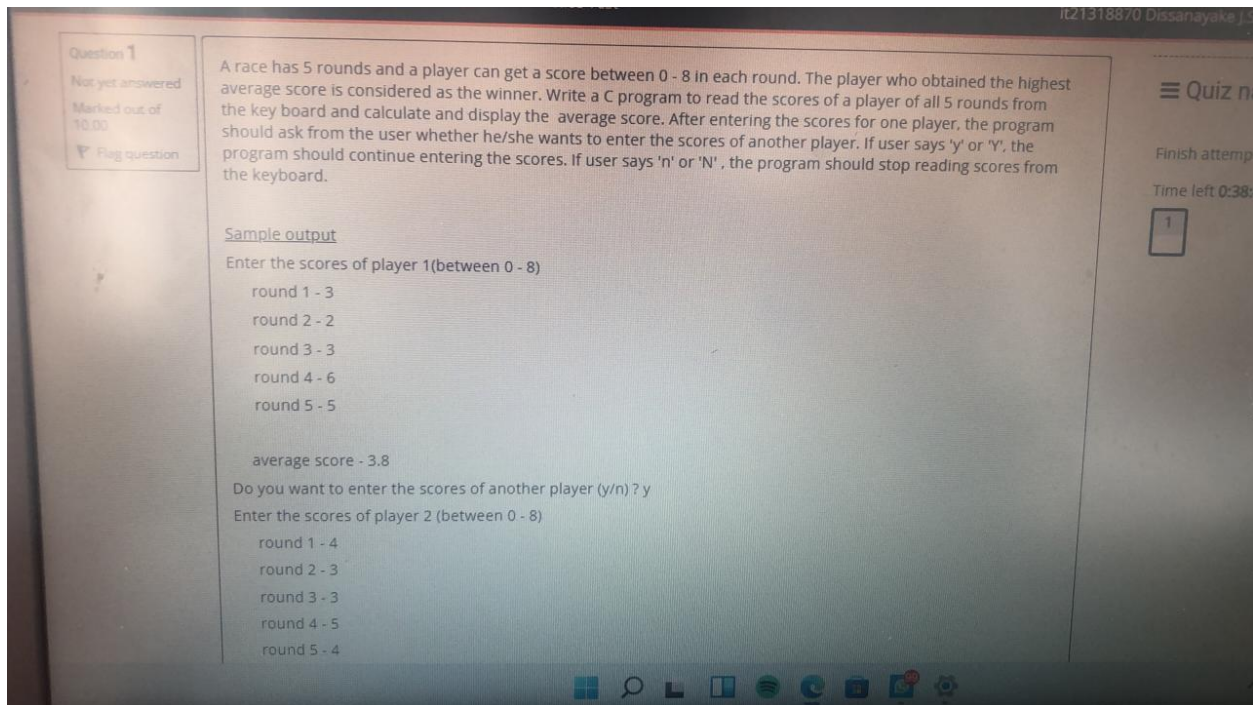
```
        scanf("%d",&marks);
```

```
        if(marks>=0 && marks<=100)
            total=total+marks;
        else{
            printf("Invalid Input!!\n");
            count--;
        }

    }

    printf("\nAverage of the 5 marks is :%.2f",total/5.0);

    return 0;
}
```



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

```
int main(void){
```

```
    char player;
```

```
    int Pcount=0,round,score,total;
```

```
    do{
```

```
        Pcount++;
```

```
        total=0;
```

```
        printf("Enter the scores of player %d(between 0-8)\n",Pcount);
```

```
        for(round=1;round<=5;round++){
```

```
            printf("round %d-",round);
```

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

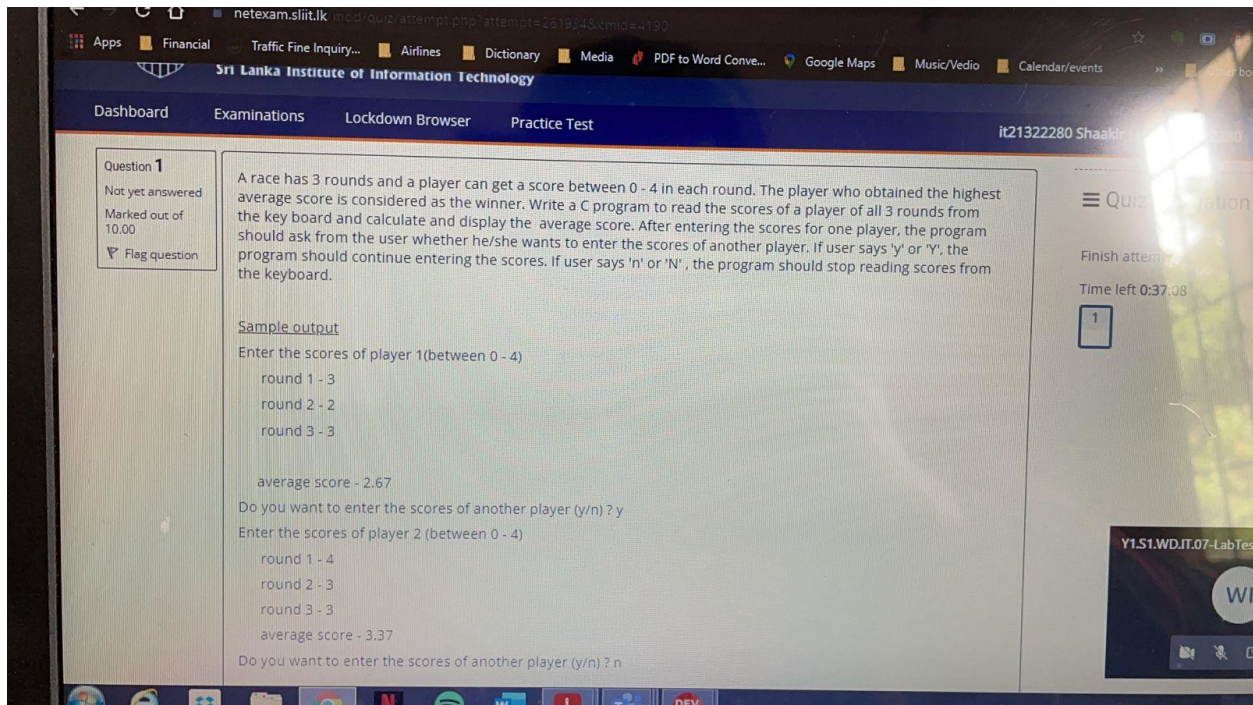
```
            if(0<=score && 8>score)
```

```
        total=total+score;
    else{
        round--;
        printf("Invalid Score.. Enter again\n");
    }

}

printf("average score-%.2f\n",total/5.0);
printf("Do you want to enter the scores of another player(y/n)?");
scanf(" %c",&player);

}while(player=='y' || player=='Y');
return 0;
}
```



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

```
int main(void){
```

```
    char player;
```

```
    int Pcount=0,round,score,total;
```

```
    do{
```

```
        Pcount++;
```

```
        total=0;
```

```
        printf("Enter the scores of player %d(between 0-4)\n",Pcount);
```

```
        for(round=1;round<=3;round++){
```

```
            printf("round %d-",round);
```

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

```
    if(0<=score && 5>score)
        total=total+score;
    else{
        round--;
        printf("Invalid Score.. Enter again\n");
    }
}
```

```
printf("average score-%.2f\n",total/3.0);
printf("Do you want to enter the scores of another player(y/n)?");
scanf(" %c",&player);
```

```
}while(player=='y' || player=='Y');
return 0;
}
```

Dashboard Examinations Lockdown Browser Practice Test it21142550 Ko

**Question 1**  
Not yet answered  
Marked out of 10.00  
Flag question

Write a C program to input a number N from the keyboard and display its table as shown below. If a user enters a negative number for N, the program should repeatedly ask for a positive number after giving an error message.

Sample Output:

```
Enter Number : -7
Invalid Number.
Enter Number : -3
Invalid Number.
Enter Number : 4

4 x 1 = 4
4 x 2 = 8
4 x 3 = 12
4 x 4 = 16
4 x 5 = 20
4 x 6 = 24
4 x 7 = 28
4 x 8 = 32
4 x 9 = 36
4 x 10 = 40
```

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

```
int main(void){
```

```
    int number,count;
```

```
    do{
```

```
        printf("Enter Number:");
```

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

```
        if(number>0)
```

```
            break;
```

```
        printf("Invalid Number\n");
```

```
    }while(1);
```

```
for(count=1;count<=10;count++){  
  
    printf("%d x %d=%d\n",number,count,number*count);  
  
}  
  
}
```