

# CL1002 – Programming Fundamentals Lab

## Exercise # 03

### Note:

- Submit a pdf file containing all of your C code with all possible screenshots of every task outputs on Google Classroom.
- Copied task will be awarded **zero** marks.
- Note that these lab task marks could be graded through a viva in lab.
- Please submit your file in this format (roll-no-name) i.e (22P-8743-Zain.pdf).

### Problem: 1

Write a program that reads two integers from user and outputs the largest one using **if else**.

#### Sample Output:

*Enter first integer x: 5*

*Enter second integer y: 10*

*Second integer 10 is greater than first integer 5*

### Problem: 2

Write a program that reads three integers from user and outputs the largest one.

#### Sample Output:

*Enter first integer x: 5*

*Enter second integer y: 10*

*Enter second integer z: 8*

*Second integer y=10 is largest among three*

### Problem: 3

Write a program that reads the score of a student in a subject and displays his grades according to the following criteria:

**Note:** Use **if-else if** statements for this program

Score	Grade
$\geq 90$	A+
80 – 89	A
70 – 79	B
60 – 69	C
50 – 59	D
$< 50$	F

#### Problem: 4

Make a Simple Calculator to Add, Subtract, Multiply or Divide Using if else.

Your program ask user to enter the number and the operation you want to perform (+,-,\*,/,%)

```

usman@usman-7g-series: ~
usman~/pf/lab6-ai$ gcc p5-calc.c -o p5-calc.out
usman~/pf/lab6-ai$ ./p5-calc.out
Enter Operation (+,-,*,/,):*
Enter first number:5
Enter second number:4
Product :20
usman~/pf/lab6-ai$ ./p5-calc.out
Enter Operation (+,-,*,/,):+
Enter first number:7
Enter second number:3
Addition :10

```

#### Problem: 5

Write a program to check a triangle is equilateral, isosceles or scalene. Your program should ask the user to input x,y,z values

**Note:**

An equilateral triangle is a triangle in which all three sides are equal.

A scalene triangle is a triangle that has three unequal sides.

An isosceles triangle is a triangle with (at least) two equal sides.