**PROGRAM CODE:**  
  
/\* program to print the age of the user \*/  
#include<stdio.h>  
void main()  
{  
int age;  
printf("enter age ");  
scanf("%d",&age);  
printf("My age is %d\n",age);  
}  
  
**OUTPUT:**  
enter age 18  
My age is 18

**PROGRAM CODE:**/\*to find the last digit of a number\*/  
#include<stdio.h>  
void main()  
{  
int num;  
int l;  
printf("Enter the no: ");  
scanf("%d",&num);  
l=num%10;  
printf("The last digit of %d is %d\n",num,l);  
}  
  
**OUTPUT:**  
Enter the no: 1562  
The last digit of 1562 is 2

**PROGRAM CODE:**  
/\*swap the two numbers without using a temporary variable.\*/  
#include<stdio.h>  
void main()  
{  
int a;  
int b;  
printf("enter the value of a ");  
scanf("%d",&a);  
printf("enter the value of b ");  
scanf("%d",&b);  
a=a+b;  
b=a-b;  
a=a-b;  
printf("the value of a after swapping is %d",a);  
printf("\nthe value of b after swapping is %d\n",b);  
}  
  
**OUTPUT:**  
enter the value of a 12  
enter the value of b 45  
the value of a after swapping is 45  
the value of b after swapping is 12

**PROGRAM CODE:**  
/\*swap the two numbers by using a temporary variable.\*/  
#include<stdio.h>  
void main()  
{  
int a;  
int b;  
int temp;  
printf("enter the value of a ");  
scanf("%d",&a);  
printf("enter the value of b ");  
scanf("%d",&b);  
temp=a;  
a=b;  
b=temp;  
printf("the value of a after swapping is %d",a);  
printf("\nthe value of b after swapping is %d\n",b);  
}  
  
**OUTPUT:**  
enter the value of a 34  
enter the value of b 18  
the value of a after swapping is 18  
the value of b after swapping is 34

**PROGRAM CODE:**  
/\*the area of the circle\*/  
#include<stdio.h>  
void main()  
{  
float pi;  
float r;  
float a;  
pi=3.14;  
printf("enter radius ");  
scanf("%f",&r);  
a=pi\*r\*r;  
printf("the area of the circle is %f square metres\n",a);  
}  
  
**OUTPUT:**  
enter radius 4  
the area of the circle is 50.240002 square metres

**PROGRAM CODE:**

/\*Add two numbers\*/  
#include<stdio.h>  
void main()  
{  
int a,b,sum;  
printf("enter the value of a ");  
scanf("%d",&a);  
printf("enter the value of b ");  
scanf("%d",&b);  
sum=a+b;  
printf("The sum of %d and %d is %d.\n",a,b,sum);  
}  
  
**OUTPUT:**  
  
enter the value of a 45  
enter the value of b 15  
The sum of 45 and 15 is 60.

**PROGRAM CODE:**  
/\*multiply two nos\*/  
#include<stdio.h>  
void main()  
{  
int a,b,product;  
printf("enter the value of a ");  
scanf("%d",&a);  
printf("enter the value of b ");  
scanf("%d",&b);  
product=a\*b;  
printf("The product of %d and %d is %d.\n",a,b,product);  
}  
  
**OUTPUT:**  
  
enter the value of a 4  
enter the value of b 5  
The product of 4 and 5 is 20.

**PROGRAM CODE:**  
  
/\*program to print the size of the character, integer, float and double  
using the sizeof()\*/  
#include<stdio.h>  
void main()  
{  
printf("the size of integer is %lu",sizeof(int));  
printf("\nthe size of character is %ld",sizeof(char));  
printf("\nthe size of float is %ld",sizeof(float));  
printf("\nthe size of double is %ld\n",sizeof(double));  
}  
  
**OUTPUT:**  
the size of integer is 4  
the size of character is 1  
the size of float is 4  
the size of double is 8

**PROGRAM CODE:**  
  
/\*print the ASCII value of a character\*/  
#include<stdio.h>  
void main()  
{  
char c;  
printf("enter a character: ");  
scanf("%c",&c);  
printf("the ASCII value of the character %c is %d\n",c,c);  
}  
  
**OUTPUT:**  
enter a character: a  
the ASCII value of the character a is 97

**PROGRAM CODE:**  
  
/\*find the side of the square.\*/  
#include<stdio.h>  
#include<math.h>  
void main()  
{  
int area;  
int side;  
area=64;  
side=sqrt(area);  
printf("the area of the square is %d square metres\n",area);  
printf("the side of the square is %d metre\n",side);  
}  
  
**OUTPUT:**  
  
the area of the square is 64 square metres  
the side of the square is 8 metre

**PROGRAM CODE:**  
/\*find the length of the rectangle.\*/  
#include<stdio.h>  
void main()  
{  
int area;  
int length;  
int breadth;  
int perimeter;  
perimeter=480;  
length=10;  
breadth=(perimeter/2)-length;  
printf("the perimeter of the rectangle is %d\n",perimeter);  
printf("the length of the rectangle is %d\n",length);  
printf("the breadth of the rectangle is %d\n",breadth);  
area=length\*breadth;  
printf("The area of the rectangle is %d\n",area);  
}  
  
**OUTPUT:**  
the perimeter of the rectangle is 480  
the length of the rectangle is 10  
the breadth of the rectangle is 230  
The area of the rectangle is 2300

**PROGRAM CODE:**  
/\*program to calculate GPA\*/  
#include<stdio.h>

void main()

{

float eng,maths,phy,chem,python;

float ceng=4,cmaths=4,cphy=3,cchem=3,cpython=3;

float c,e,m,p,ch,py,x,gpa;

printf("enter grade points obtained in english: ");

scanf("%f",&eng);

printf("enter grade points obtained in mathematics: ");

scanf("%f",&maths);

printf("enter grade points obtained in physics: ");

scanf("%f",&phy);

printf("enter grade points obtained in chemistry: ");

scanf("%f",&chem);

printf("enter grade points obtained in python: ");

scanf("%f",&python);

e=eng\*ceng;

m=maths\*cmaths;

p=phy\*cphy;

ch=chem\*cchem;

py=python\*cpython;

x=e+m+p+ch+py;

c=ceng+cmaths+cphy+cchem+cpython;

gpa=x/c;

printf("\n");

printf("SUBJECT\tGRADE POINTS\tCREDITS\n");

printf("\n");

printf("english\t%f\t%f\n",eng,ceng);

printf("maths\t%f\t%f\n",maths,cmaths);

printf("physics\t%f\t%f\n",phy,cphy);

printf("chem\t%f\t%f\n",chem,cchem);

printf("python\t%f\t%f\n",python,cpython);

printf("\n");

printf("your gpa is %f\n",gpa);

}

**OUTPUT:**  
enter grade points obtained in english: 10  
enter grade points obtained in mathematics: 9  
enter grade points obtained in physics: 8  
enter grade points obtained in chemistry: 10  
enter grade points obtained in python: 9

SUBJECT    GRADE POINTS    CREDITS

english    10.000000    4.000000  
maths    9.000000    4.000000  
physics    8.000000    3.000000  
chem    10.000000    3.000000  
python    9.000000    3.000000

Your GPA is 9.235294