

1. Write a menu driven c program to design a simple calculator which solves 10 operations -
4 Arithmetic, 4 Relational and any two of your choice. The program should loop till the user wishes to stop.

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

```
int main()
```

```
{
```

```
    int c, a, b, i;
```

```
    while (1)
```

```
    {
```

```
        printf("PRESS THE NUMBER TO CHOOSE THE  
        OPERATION:\n");
```

```
        printf("1) Add\n");
```

```
        printf("2) Subtract\n");
```

```
        printf("3) multiply\n");
```

```
        printf("4) divide\n");
```

```
        printf("5) modulus\n");
```

```
        printf("6) greater than\n");
```

```
        printf("7) lesser than\n");
```

```
        printf("8) equal to\n");
```

```
        printf("9) not equal to\n");
```

```
        printf("10) increment\n");
```

```
        scanf("%d %d", &a, &b);
```

```
        switch (i)
```

}

Case 1: `printf("%.1d + %.1d = %.1d\n", a, b, a+b);`

`break;`

Case 2: `printf("%.1d - %.1d = %.1d\n", a, b, a-b);`

`break;`

Case 3: `printf("%.1d * %.1d = %.1d\n", a, b, a*b);`

`break;`

Case 4: `printf("%.1d / %.1d = %.1d\n", a, b, a/b);`

`break;`

Case 5: `printf("%.1d mod %.1d = %.1d\n", a, b, a%b);`

`break;`

Case 6: `if (a > b)`

`{`

`printf("%.1d > %.1d\n", a, b);`

`}`

`else`

`{`

`printf("%.1d > %.1d\n", b, a);`

`}`

`break;`

Case 7: `if (a < b)`

`{`

`printf("%.1d < %.1d\n", a, b);`

`}`

`else`

`{`

`printf("%.1d < %.1d\n", b, a);`

`}`

`break;`

case 8: if (a==b)

```
{  
printf("%.1d = %.1d\n", a, b);  
}
```

~~break;~~

else

```
{
```

```
printf("%.1d = %.1d\n", b, a);
```

```
}
```

```
break;
```

case 9: if (a!=b)

```
{
```

```
printf("%.1d != %.1d\n", a, b);
```

```
}
```

else

```
{
```

```
printf("%.1d != %.1d\n", b, a);
```

```
}
```

```
break;
```

case 10:.

```
printf("%.1d++ = %.1d\n", a, a+1);
```

```
printf("%.1d++ = %.1d\n", b, b+1);
```

```
break;
```

```
default: printf("WRONG INPUT!\n");
```

```
}
```

```
printf("Press 1 to perform calculation again\n  
press any other key to exit\n");
```

```
scanf("%.1d", &c);
```

```
if (c!=1)
```

```
{ break; } }
```

Output

PRESS THE NUMBER TO CHOOSE THE
OPERATION:

1> add

2> subtract

3> multiply

4> divide

5> modulus

6> greater than

7> lesser than

8> equal to

9> not equal to

10> increment

2

Enter two numbers:

8 7

$$8 - 7 = 1$$

Press 1 to perform calculation again
Press any other key to exit

0

2.

VAKAMALLA

KEERTHI PRIYA

1BML9CS17C

DI Batch

Write a C program to accept three numbers from the user. Find the greater two among the three and pass them as parameters to the user defined function given below.

- sumover(...) which finds the sum and average of the two numbers. Print the sum and return the average.
- printeven(...) which prints all the even numbers between the given two numbers.

```
#include <stdio.h>
int sumover(int a, int b)
{
    int sum;
    sum = a + b;
    printf("sum = %d\n", sum);
    return sum / 2;
}
void printeven(int a, int b)
{
    int small, big;
    if (a > b)
    {
        small = a;
        big = b;
    }
}
```

```
printf("even numbers between two  
numbers are:\n");
```

```
int i;
```

```
for (i = small + 1; i < big; i++)
```

```
{
```

```
if (i % 2 == 0)
```

```
printf("%d\n", i);
```

```
}
```

```
}
```

```
int main()
```

```
{
```

```
int a, b, c, avg, g1, g2;
```

```
printf("enter three numbers:\n");
```

```
scanf("%d %d %d", &a, &b, &c);
```

```
if (c < a && c < b)
```

```
{
```

```
g1 = a;
```

```
g2 = b;
```

```
}
```

```
else if (b < a && b < c)
```

```
{
```

```
g1 = a;
```

```
g2 = c;
```

```
}
```

```
else
```

```
{
```

```
g1 = b;
```

```
g2 = c;
```

```
}
```

```

avg = sumover (q1, q2);
printf("average of two numbers is : %.d\n",
      avg);
printf(q1, q2);
}

```

Output.

enter three numbers:

6
12
22

Sum = 34

average of two numbers is : 17

even numbers between two numbers are:

2
4
6
8
10
12
14
16
18
20