**Vidyanand Kumar**

**C Language Assignment 6**

1).

#include <stdio.h>

#include<conio.h>

int main()

{

printf("Size of int= %ld bytes",sizeof(int));

printf("\nSize of char= %ld byte",sizeof(char));

printf("\nSize of float= %ld bytes",sizeof(float));

printf("\nSize of double= %ld bytes",sizeof(double));

getch();

}

2).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y;

printf("Enter a number:");

scanf("%d",&x);

y=x%10;

printf("Last digit of a number: %d",y);

getch();

}

3).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y;

printf("Enter a three digit number:");

scanf("%d",&x);

y=x/100;

printf("First digit of a three digit number: %d",y);

getch();

}

4).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y,z;

printf("Enter a three digit number:");

scanf("%d",&x);

y=x%100;

z=y/10;

printf("Middle digit of a three digit number: %d",z);

getch();

}

5).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y,z;

printf("Enter two numbers:");

scanf("%d %d",&x,&y);

z=x;

x=y;

y=z;

printf("After swapping x=%d y=%d",x,y);

getch();

}

6).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y;

printf("Enter two numbers:");

scanf("%d %d",&x,&y);

printf("Before swapping x=%d y=%d",x,y);

x=x+y;

y=x-y;

x=x-y;

printf("\nAfter swapping x=%d y=%d",x,y);

getch();

}

7).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y;

printf("Enter a number:");

scanf("%d",&x);

y=(x/10)\*10;

printf("Result:%d",y);

getch();

}

8).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y,z;

printf("Enter a number:");

scanf("%d",&x);

printf("\nEnter a digit:");

scanf("%d",&y);

z=x\*10+y;

printf("Result: %d",z);

getch();

}

9).

#include<stdio.h>

#include<conio.h>

int main()

{

float x,y;

printf("Enter amount in INR:");

scanf("%f",&x);

y=x\*76.230000;

printf("\nAmount in USD: %f",y);

getch();

}

10).

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y;

printf("Enter three digits number:");

scanf("%d",&x);

y=(x%10)\*100+(x/10);

printf("Result: %d",y);

getch();

}