**Operators in C Language**

**1. Write a program to print unit digit of a given number**

#include<stdio.h>

int main()

{

int a;

printf("enter the number: ");

scanf("%d",&a);

printf("unit place is %d",a%10);

return 0;

}

**2. Write a program to print a given number without its last digit.**

#include<stdio.h>

int main()

{

int a;

printf("enter number: ");

scanf("%d",&a);

printf("given number without last digit is %d",a/10);

return 0;

}

**3. Write a program to swap values of two int variables**

#include<stdio.h>

int main()

{

int a,b,temp;

printf("enter any two number for swaping a and b respectively: ");

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

temp=a;

a=b;

b=temp;

printf("a=%d b=%d",a,b);

return 0;

}

**4. Write a program to swap values of two int variables without using a third variable.**

#include<stdio.h>

int main()

{

int a,b;

printf("enter two value: ");

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

a=a+b;

b=a-b; //a

a=a-b; //b

printf("a = %d , b = %d ",a,b);

return 0;

}

**5. Write a program to input a three-digit number and display the sum of the digits.**

#include<stdio.h>

int main()

{

int a,b,c;

printf("enter three nimber: ");

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

printf("%d+%d+%d=%d",a,b,c,a+b+c);

return 0;

}

**6. Write a program which takes a character as an input and displays its ASCII code.**

#include<stdio.h>

int main()

{

char c;

printf("enter any character:");

scanf("%c",&c);

printf("ascii code of \"%c\" is %d ",c,c);

return 0;

}

**7. Write a program to find the position of first 1 in LSB.**

#include<stdio.h>

int main()

{

int a,pos=1;

printf("enter number: ");

scanf("%d",&a);

while(a%2==0)

{

pos++;

a=a/2;

}

printf("position of first 1 in LSB is %d",pos);

return 0;

}

**8. Write a program to check whether the given number is even or odd using a bitwise**

**operator.**

#include<stdio.h>

int main()

{

int a;

printf("enter the number: ");

scanf("%d",&a);

if((a&1)%2==0)

printf("given number is even");

else

printf("given number is odd");

return 0;

}

**9. Write a program to print size of an int, a float, a char and a double type variable**

#include<stdio.h>

int main()

{

printf("size of int is %d\n",sizeof(int));

printf("size of float is %d\n",sizeof(float));

printf("size of char is %d\n",sizeof(char));

printf("size of double is %d\n",sizeof(double));

return 0;

}

**10. Write a program to make the last digit of a number stored in a variable as zero.**

**(Example - if x=2345 then make it x=2340)**

#include<stdio.h>

int main()

{

int a;

printf("enter number: ");

scanf("%d",&a);

printf("%d is converted into %d ",a,(a/10)\*10);

return 0;

}

**11. Write a program to input a number from the user and also input a digit. Append a**

**digit in the number and print the resulting number. (Example - number=234 and**

**digit=9 then the resulting number is 2349)**

#include<stdio.h>

int main()

{

int a,b;

printf("enter two number to append ");

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

printf("%d is append with digit %d and result is %d",a,b,a\*10+b);

return 0;

}

**12. Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and**

**convert it into USD.**

#include<stdio.h>

int main()

{

float usd,inr;

printf("enter the INR: ");

scanf("%f",&inr);

printf("%f INR is %f USD",inr,inr/76.23);

return 0;

}

**13. Write a program to take a three-digit number from the user and rotate its digits by**

**one position towards the right.**

#include<stdio.h>

int main()

{

int a;

printf("enter number: ");

scanf("%d",&a);

printf("%d is converted into %d when digit rotate by one position right",a,(a/10)+(a%10)\*100);

return 0;

}