

# C Programming

LAB Exercises

# If else #1

- Any integer is input through the keyboard.
- Write a program to find out whether it is an odd number or even number.
- Try to write this logic using conditional operator.
- (condition) ? (statement1) : (statement2);

# If Else #2

- Any character is entered through the keyboard, write a program to determine whether the character entered is a capital letter, a small case letter, a digit or a special symbol.
- The following table shows the range of ASCII values for various characters.
- **Characters ASCII Values**

A – Z	65 – 90
a – z	97 – 122
0 – 9	48 – 57
special symbols	0 - 47, 58 - 64, 91 - 96, 123 - 127

# Loops #3

1. Calculator Program using if else condition.
2. Calculator Program using switch statement.
3. Repeat the calculator program up to n times.
4. Start giving calculator options as long as the user wants to continue.
5. Repeat the calculator program if the user wants to continue, otherwise, quit.

**Hint :** The operation needs to be given as a character '+', '-', '\*', '/'. Ask the user if he wants to continue, using 'y' or 'n'.

# Simple loop #4

- Write a program to print all numbers from 1 to 100.
- Write a program to print all odd numbers and even numbers from 1 to 100, seperately.

# Loops # 5

- Write a program to input 10 numbers and print the largest and smallest numbers out of them.
- Eg., 3,23,56,34,78,45,26,90,68,77
- Biggest Number is 90
- Smallest Number is 3

# Loops # 6

- Print the following pyramids :

*	1	1	1	5
* *	2 2	1 2	0 1	4 4
* * *	3 3 3	1 2 3	1 0 1	3 3 3
* * * *	4 4 4 4	1 2 3 4	0 1 0 1	2 2 2 2
* * * * *	5 5 5 5 5	1 2 3 4 5	1 0 1 0 1	1 1 1 1 1

5	1
5 4	2 3
5 4 3	4 5 6
5 4 3 2	7 8 9 10
5 4 3 2 1	11 12 13 14 15

# #7

- Write a C program to print pascal triangle. The number of rows to be printed is to be entered by the user.
- Eg : number of rows : 4
- Output :

```
1
1 1
1 2 1
1 3 3 1
```



# Loops # 22

- Write a program to input a number and count the digits in it.
- Eg.
  - 0 - number of digits 1
  - 12 – number of digits 2
  - 155 – number of digits 3

# Functions # 8

- Write the calculator program using switch statement that calls functions to perform the below actions :
  - Addition (takes two integers and returns integer)
  - Subtraction (takes two integers and returns integer)
  - Multiplication (takes two integers and returns integer)
  - Division
    - Takes two integers and returns float
    - Before dividing check if the **divisor** is zero. If it is non zero then only perform the action, otherwise print error message.

# Functions # 9

```
main()
```

```
{
```

```
    int a,b;
```

```
    a = 10;
```

```
    b = 35;
```

```
    printf("%d",ADD(a,b));
```

```
}
```

```
int ADD(int a , int b)
```

```
{
```

```
    a = 30;
```

```
    b = 40;
```

```
    return (a+b);
```

```
}
```

# Functions # 10

```
//char display(); // Uncomment this and try
```

```
void main()  
{  
    char c;  
    c = display();  
    printf("%c\n",c);  
}
```

```
char display() // Function definition containing char return type.
```

```
{  
    int i = 0;  
    i++;  
    printf("%d\n", i);  
    return 'a';  
}
```

# Functions # 11

```
main( )
```

```
{
```

```
    printf ( "\nI am in main" );
```

```
    italy( );
```

```
    brazil( );
```

```
    argentina( );
```

```
}
```

```
italy( )
```

```
{
```

```
    printf ( "\nI am in italy" );
```

```
}
```

```
brazil( )
```

```
{
```

```
    printf ( "\nI am in  
    brazil" );
```

```
}
```

```
argentina( )
```

```
{
```

```
    printf ( "\nI am in  
    argentina" );
```

```
}
```

# Functions # 12

```
main( )
{
    printf ( "\nI am in main" );
    italy( );
    printf ( "\nI am finally back
in main" );
}
italy( )
{
    printf ( "\nI am in italy" );
    brazil( );
    printf ( "\nI am back in italy"
);
}
```

```
brazil( )
{
    printf ( "\nI am in brazil" )
;
    argentina( );
}
argentina( )
{
    printf ( "\nI am in
argentina" );
}
```

## Functions # 13

```
main( )
```

```
{
```

```
    message( ) ;
```

```
    message( ) ;
```

```
}
```

```
message( )
```

```
{
```

```
    printf ( "\nJewel Thief!!" ) ;
```

```
}
```

# Functions # 14

```
main( )  
{  
    message1( ) ;  
    message2( ) ;  
}  
message2( )  
{  
    printf ( "\nBut the butter was bitter" ) ;  
}  
message1( )  
{  
    printf ( "\nMary bought some butter" ) ;  
}
```



# Functions # 15

```
main( )  
{  
    printf ( "\nI am in main" );  
    argentina( )  
    {  
        printf ( "\nI am in argentina" );  
    }  
}
```

## Functions # 16

```
main( )  
{  
int a, b, c, sum ;  
printf ( "\nEnter any three  
numbers " ) ;  
scanf ( "%d %d %d", &a, &b, &c ) ;  
sum = calsum ( a, b, c ) ;  
printf ( "\nSum = %d", sum ) ;  
}
```

```
calsum ( x, y, z )  
int x, y, z ;  
{  
int d ;  
d = x + y + z ;  
return ( d ) ;  
}
```

## Functions # 17

```
fun( )
```

```
{
    char ch ;
    printf ( "\nEnter any alphabet " ) ;
    scanf ( "%c", &ch ) ;
    if ( ch >= 65 && ch <= 90 )
        return ( ch ) ;
    else
        return ( ch + 32 ) ;
}
```

```
main( )
```

```
{
    Int i;
    For(i=0;i<=4;i++)
        printf("%d",fun());
}
```

# Functions # 18

```
main( )
```

```
{
```

```
    int a = 30 ;
```

```
    fun ( a ) ;
```

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

```
}
```

```
fun ( int b )
```

```
{
```

```
    b = 60 ;
```

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

```
}
```

# main( )                      Functions # 19

```
{  
    float a, b ;  
    printf ( "\nEnter any number " ) ;  
    scanf ( "%f", &a ) ;  
    b = square ( a ) ;  
    printf ( "\nSquare of %f is %f", a,  
    b ) ;  
}
```

```
square ( float x )  
{  
    float y ;  
    y = x * x ;  
    return ( y ) ;  
}
```

## Functions # 20

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

```
int sum(int x, int y);
```

```
int main(void)
```

```
{
```

```
    int a = 10, b = 20, k;
```

```
    k = sum(a, b);
```

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

```
    k = sum(4, 5);
```

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

```
    k = sum(a + b, b * 2);
```

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

```
    return 0;
```

```
}
```

```
int sum(int x, int y)
```

```
{
```

```
    int s;
```

```
    s = x + y;
```

```
    return s;
```

```
}
```

# Functions # 21

```
#include<stdio.h>
// Function Declaration
void drawline(void);
int main(void)
{
drawline(); // Function Call
printf("KernelMasters");
drawline(); // Function Call
printf("Your career is our
goal");
drawline(); // Function Call
printf("\n");
return 0;
}
```

```
// Function Definition
void drawline(void)
{
int i;
printf("\n");
for(i=1;i<=80;i++)
printf("-");
printf("\n");
}
```

## Functions # 23

- Write the following program :
- Write a function that takes two integers as parameters and does swapping between them.
- The function will be called from main function, pass two integers to the swapping function.

Main()	void swap(int a,int b)
{	{
swap(a,b);	//swap values of a & b
//print values of a ,b	//print values of a,b
}	}