

CS106ES/CS206ES: PROGRAMMING FOR PROBLEM SOLVING LAB**B.Tech. I Year I Sem.**

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*[Note: The programs may be executed using any available Open Source/ Freely available IDE
Some of the Tools available are:*

CodeLite: <https://codelite.org/>

Code::Blocks: <http://www.codeblocks.org/>

DevCpp : <http://www.bloodshed.net/devcpp.html>

Eclipse: <http://www.eclipse.org>

This list is not exhaustive and is NOT in any order of preference]

Course Objectives: The students will learn the following:

- To work with an IDE to create, edit, compile, run and debug programs
- To analyze the various steps in program development.
- To develop programs to solve basic problems by understanding basic concepts in C like operators, control statements etc.
- To develop modular, reusable and readable C Programs using the concepts like functions, arrays etc.
- To Write programs using the Dynamic Memory Allocation concept.
- To create, read from and write to text and binary files

Course Outcomes: The candidate is expected to be able to:

- formulate the algorithms for simple problems
- translate given algorithms to a working and correct program
- correct syntax errors as reported by the compilers
- identify and correct logical errors encountered during execution
- represent and manipulate data with arrays, strings and structures
- use pointers of different types
- create, read and write to and from simple text and binary files
- modularize the code with functions so that they can be reused

Practice sessions:

- Write a simple program that prints the results of all the operators available in C (including pre/ post increment , bitwise and/or/not , etc.). Read required operand values from standard input.
- Write a simple program that converts one given data type to another using auto conversion and casting. Take the values form standard input.

Simple numeric problems:

- Write a program for fiend the max and min from the three numbers.
- Write the program for the simple, compound interest.

- c. Write program that declares Class awarded for a given percentage of marks, where mark $<40\%$ = Failed, 40% to $<60\%$ = Second class, 60% to $<70\%$ = First class, $\geq 70\%$ = Distinction. Read percentage from standard input.
- d. Write a program that prints a multiplication table for a given number and the number of rows in the table. For example, for a number 5 and rows = 3, the output should be:
 - e. $5 \times 1 = 5$
 - f. $5 \times 2 = 10$
 - g. $5 \times 3 = 15$
- h. Write a program that shows the binary equivalent of a given positive number between 0 to 255.

Expression Evaluation:

- a. A building has 10 floors with a floor height of 3 meters each. A ball is dropped from the top of the building. Find the time taken by the ball to reach each floor. (Use the formula $s = ut + (1/2)at^2$ where u and a are the initial velocity in m/sec ($= 0$) and acceleration in m/sec^2 ($= 9.8 \text{ m/s}^2$)).
- b. Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators $+$, $-$, $*$, $/$, $\%$ and use Switch Statement)
- c. Write a program that finds if a given number is a prime number
- d. Write a C program to find the sum of individual digits of a positive integer and test given number is palindrome.
- e. A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to generate the first n terms of the sequence.
- f. Write a C program to generate all the prime numbers between 1 and n , where n is a value supplied by the user.
- g. Write a C program to find the roots of a Quadratic equation.
- h. Write a C program to calculate the following, where x is a fractional value.
- i. $1 - x/2 + x^2/4 - x^3/6$
- j. Write a C program to read in two numbers, x and n , and then compute the sum of this geometric progression: $1 + x + x^2 + x^3 + \dots + x^n$. For example: if n is 3 and x is 5, then the program computes $1 + 5 + 25 + 125$.

Arrays and Pointers and Functions:

- a. Write a C program to find the minimum, maximum and average in an array of integers.
- b. Write a functions to compute mean, variance, Standard Deviation, sorting of n elements in single dimension array.
- c. Write a C program that uses functions to perform the following:
- d. Addition of Two Matrices
- e. ii. Multiplication of Two Matrices

- f. iii. Transpose of a matrix with memory dynamically allocated for the new matrix as row and column counts may not be same.
- g. Write C programs that use both recursive and non-recursive functions
- h. To find the factorial of a given integer.
- i. ii. To find the GCD (greatest common divisor) of two given integers.
- j. iii. To find x^n
- k. Write a program for reading elements using pointer into array and display the values using array.
- l. Write a program for display values reverse order from array using pointer.
- m. Write a program through pointer variable to sum of n elements from array.

Files:

- a. Write a C program to display the contents of a file to standard output device.
- b. Write a C program which copies one file to another, replacing all lowercase characters with their uppercase equivalents.
- c. Write a C program to count the number of times a character occurs in a text file. The file name and the character are supplied as command line arguments.
- d. Write a C program that does the following:
It should first create a binary file and store 10 integers, where the file name and 10 values are given in the command line. (hint: convert the strings using atoi function)
Now the program asks for an index and a value from the user and the value at that index should be changed to the new value in the file. (hint: use fseek function)
The program should then read all 10 values and print them back.
- e. Write a C program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third file).

Strings:

- a. Write a C program to convert a Roman numeral ranging from I to L to its decimal equivalent.
- b. Write a C program that converts a number ranging from 1 to 50 to Roman equivalent
- c. Write a C program that uses functions to perform the following operations:
- d. To insert a sub-string in to a given main string from a given position.
- e. ii. To delete n Characters from a given position in a given string.
- f. Write a C program to determine if the given string is a palindrome or not (Spelled same in both directions with or without a meaning like madam, civic, noon, abcba, etc.)
- g. Write a C program that displays the position of a character ch in the string S or – 1 if S doesn't contain ch.
- h. Write a C program to count the lines, words and characters in a given text.

Miscellaneous:

- a. Write a menu driven C program that allows a user to enter n numbers and then choose between finding the smallest, largest, sum, or average. The menu and all the choices

are to be functions. Use a switch statement to determine what action to take. Display an error message if an invalid choice is entered.

- b. Write a C program to construct a pyramid of numbers as follows:

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1          *          1          1          *
1 2        * *        2 3        2 2        * *
1 2 3      * * *      4 5 6      3 3 3      * * *
                                   4 4 4 4      * *
                                           *
```

Sorting and Searching:

- Write a C program that uses non recursive function to search for a Key value in a given
- list of integers using linear search method.
- Write a C program that uses non recursive function to search for a Key value in a given
- sorted list of integers using binary search method.
- Write a C program that implements the Bubble sort method to sort a given list of
- integers in ascending order.
- Write a C program that sorts the given array of integers using selection sort in descending order
- Write a C program that sorts the given array of integers using insertion sort in ascending order
- Write a C program that sorts a given array of names

Suggested Reference Books for solving the problems:

- Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill
- B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)
- Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice Hall of India
- R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
- Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
- Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition