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

#include <stdio.h>

int main(int argc, char const \*argv[])

{

int num;

printf("Enter Number = ");

scanf("%d", &num);

printf("Unit of given number = %d", num % 10);

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

int num;

printf("Enter number = ");

scanf("%d", &num);

printf("%d", num / 10);

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

int a, b, temp;

printf("Enter first number = ");

scanf("%d", &a);

printf("Enter second number = ");

scanf("%d", &b);

temp = a;

a = b;

b = temp;

printf("\nFirst number = %d\n", a);

printf("Second number = %d", b);

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

int a, b;

printf("Enter first number = ");

scanf("%d", &a);

printf("Enter second number = ");

scanf("%d", &b);

a = a + b;

b = a - b;

a = a - b;

printf("\nFirst number = %d\n", a);

printf("Second number = %d", b);

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

int num, sum = 0, rem;

printf("Enter three number = ");

scanf("%d", &num);

while (num != 0)

{

rem = num % 10;

sum += rem;

num /= 10;

}

printf("\nSum of the digit = %d", sum);

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

char ch;

printf("Enter a charecter = ");

scanf("%c", &ch);

printf("\nASCII value = %d", ch);

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

int num, rem = 0;

printf("Enter number = ");

scanf("%d", &num);

for (int count = 1; rem != 1; count++)

{

rem = num % 2;

num /= 2;

if (rem == 1)

printf("\nLSB found in %d position", count);

}

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

int num1;

printf("Enter number = ");

scanf("%d", &num1);

(num1 & 1) ? printf("Odd number") : printf("Even number");

return 0;

}

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

#include <stdio.h>

int main(int argc, char \*argv[])

{

printf("Size of int = %d byte\n", sizeof(int));

printf("Size of float = %d byte\n", sizeof(float));

printf("Size of char = %d byte\n", sizeof(char));

printf("Size of double = %d byte\n", sizeof(double));

return 0;

}

**Q.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 argc, char \*argv[])

{

int num;

printf("Enter number = ");

scanf("%d", &num);

num /= 10;

num \*= 10;

printf("\nResult = %d", num);

return 0;

}

**Q.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 argc, char \*argv[])

{

int num, dig;

printf("Enter number = ");

scanf("%d", &num);

printf("Enter digit = ");

scanf("%d",&dig);

printf("\nResult = %d",(num\*10)+dig);

return 0;

}

**Q.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(int argc, char \*argv[])

{

float inr;

printf("Enter INR = ");

scanf("%f", &inr);

printf("\nAmount in USD = %.2f", inr/76.23);

return 0;

}

**Q.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 argc, char \*argv[])

{

int num, rem, temp, i;

printf("Enter three digit number = ");

scanf("%d", &num);

(num / 10));

printf("\nDigit rotate towards right = %d", (num % 10 )\* 100 +

return 0;

}