/\* 1. Hello World \*/

#include <stdio.h>

void hello\_world() {

printf("Hello, World!\n");

}

/\* 2. Input name and age \*/

#include <stdio.h>

void name\_age() {

char name[50];

int age;

printf("Enter your name: ");

scanf("%49s", name);

printf("Enter your age: ");

scanf("%d", &age);

printf("Name: %s\nAge: %d\n", name, age);

}

/\* 3. ASCII value of character \*/

#include <stdio.h>

void ascii\_value() {

char c;

printf("Enter a character: ");

scanf(" %c", &c);

printf("ASCII value of '%c' is %d\n", c, c);

}

/\* 4. Lowercase to uppercase \*/

#include <stdio.h>

#include <ctype.h>

void lower\_to\_upper() {

char c;

printf("Enter lowercase character: ");

scanf(" %c", &c);

if(islower(c)) {

printf("Uppercase: %c\n", toupper(c));

} else {

printf("Character was not lowercase\n");

}

}

/\* 5. Uppercase to lowercase \*/

#include <stdio.h>

#include <ctype.h>

void upper\_to\_lower() {

char c;

printf("Enter uppercase character: ");

scanf(" %c", &c);

if(isupper(c)) {

printf("Lowercase: %c\n", tolower(c));

} else {

printf("Character was not uppercase\n");

}

}

/\* 6. Size of data types \*/

#include <stdio.h>

void data\_type\_sizes() {

printf("Size of int: %zu bytes\n", sizeof(int));

printf("Size of float: %zu bytes\n", sizeof(float));

printf("Size of double: %zu bytes\n", sizeof(double));

printf("Size of char: %zu byte\n", sizeof(char));

}

/\* 7. Print name 10 times \*/

#include <stdio.h>

void print\_name\_repeated() {

char name[50];

printf("Enter your name: ");

scanf("%49s", name);

for(int i = 0; i < 10; i++) {

printf("%d: %s\n", i+1, name);

}

}

/\* 8. Check character type \*/

#include <stdio.h>

#include <ctype.h>

void check\_char\_type() {

char c;

printf("Enter a character: ");

scanf(" %c", &c);

if(isalpha(c)) {

printf("'%c' is an alphabet\n", c);

} else if(isdigit(c)) {

printf("'%c' is a digit\n", c);

} else {

printf("'%c' is a special symbol\n", c);

}

}

/\* 9. Reverse three characters \*/

#include <stdio.h>

void reverse\_chars() {

char a, b, c;

printf("Enter three characters: ");

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

printf("Reversed: %c %c %c\n", c, b, a);

}

/\* 10. Average of three numbers \*/

#include <stdio.h>

void average\_three() {

float n1, n2, n3;

printf("Enter three numbers: ");

scanf("%f %f %f", &n1, &n2, &n3);

float avg = (n1 + n2 + n3) / 3;

printf("Average: %.2f\n", avg);

}