

Assignment-1

Sum of two numbers:

Input:

```
#include<stdio.h>
int main()
{
    int a=10,b=20,c;
    c=a+b;
    printf("%d\n",c);
    return 0;
}
```

Output:

30

Find Difference of two numbers:

input:

```
#include<stdio.h>
int main()
{
    int a=10,b=20,c;
    c=a-b;
    printf("%d\n",c);
    return 0;
}
```

Output:

-10

Divide of two numbers:

Input:

enter the value of a

8

enter the value of b

4

2

Calculate Area and Circumference of Circle:

Input:

```
#include<stdio.h>
int main()
{
    float radius, area;
    printf("\nEnter the radius of Circle : ");
    scanf("%d", &radius);
    area = 3.14 * radius * radius;
    printf("\nArea of Circle : %f", area);
    return (0);
}
```

Output:

Enter radius of a circle : 1

Area of circle : 3.14

Calculate Area of Square:

Input:

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

```
int main() {
```

```
int side, area;
```

```
printf("\nEnter the Length of Side : ");
```

```
scanf("%d", &side);
```

```
area = side * side;
```

```
printf("\nArea of Square : %d", area);

return (0);

}
```

Output:

Enter the Length of Side : 7

Area of Square : 49

Calculate Area of Rectangle

input:

```
#include<stdio.h>
int main() {
    int length, breadth, area;

    printf("\nEnter the Length of Rectangle : ");
    scanf("%d", &length);

    printf("\nEnter the Breadth of Rectangle : ");
    scanf("%d", &breadth);

    area = length * breadth;
    printf("\nArea of Rectangle : %d", area);

    return (0);
}
```

Output:

Enter the Length of Rectangle : 5
Enter the Breadth of Rectangle : 4
Area of Rectangle : 20

Display day of week using switch case:

Input:

```
#include<stdio.h>
int main()
{
    int week;
    printf("enter the week number(1-7)\n",week);
    scanf("%d",&week);
    switch(week)
    {
        case 1:
            printf("monday");
            break;
        case 2:
            printf("tuesday");
            break;
        case 3:
            printf("wednesday");
            break;
        case 4:
            printf("thursday");
            break;
        case 5:
            printf("friday");
            break;
        case 6:
            printf("saturday");
            break;
        case 7:
            printf("sunday");
            break;
        default("invalid input!please enter the week number between (1-7)");
    }
    return 0;
}
```

Output:

```
enter the week number(1-7)
4
thursday
```

Find Smallest among 3 numbers:

Input:

```
#include<stdio.h>
int main()
{
    int a,b,c;
    printf("Enter three numbers:");
    scanf("%d %d %d",&a,&b,&c);
    if(a < b && a < c)
    {
        printf("%d is smallest",a);
    }
    else if(a < c)
    {
        printf("%d is smallest",b);
    }
    else
    {
        printf("%d is smallest",c);
    }
    return 0;
}
```

Output:

```
Enter three numbers:2
3
4
2 is smallest
```

Find Number is even or odd:

Input:

```
#include<stdio.h>
int main()
{

    int num;

    printf("Enter an integer: ");
    scanf("%d",&num);
```

```
if ( num%2 == 0 )
    printf("%d is an even number", num);
else
    printf("%d is an odd number", num);

return 0;
}
```

Output:

Enter an integer: 8
8 is an even number

Check entered number is positive or negative:

Input:

```
#include<stdio.h>
int main()
{
    int a;

    printf("Enter any Number: ");
    scanf("%d",&a);

    switch(a > 0)
    {
        case 1 : printf("Number is Positive");
                 break;

        case 0 : if(a < 0)
                  {
                      printf("Number is Negative");
                  }
                  else
                  {
                      printf("Number is Zero");
                  }
                 break;
    }

    return 0;
}
```

```
}
```

Output:

Enter any Number: 7

Number is Positive