Exercice 2.1.1:

```
DJ-M509DJ:~/Desktop/TI12/atelier programmation/tp2$ gcc .
/ex2.1.1.c -o ex2.1.1 && ./ex2.1.1
saisie A= 6
saisie B= 2
A est superierehosscold@hosscold-VivoBook-ASUSLaptop-X509
DJ-M509DJ:~/Desktop/TI12/atelier programmation/tp2$
```

```c
#include <stdio.h>
void main(){
int a,b;
printf("saisie A= ");
scanf("%d",&a);
printf("saisie B= ");
scanf("%d",&b);
if(a==b) {
printf("egale");
} else if (a < b){
printf("A est inferieur");

} else {
printf("A est superiere");
}
}
```

Exercice 2.1.2:

```
9DJ-M509DJ:~/Desktop/TI12/atelier programmation/tp2$ gcc
./ex2.1.2.c -o ex2.1.2 && ./ex2.1.2
entrez un caractere c= B
Lettre majuscule
hosscold@hosscold-VivoBook-ASUSLaptop-X509DJ-M509DJ:~/Des
ktop/TI12/atelier programmation/tp2$
```

```c
#include <stdio.h>

void main(){
char c;
printf("entrez un caractere c= ");
```

```c
c=getchar();
switch (c)
{
case 65 ... 90:
printf("Lettre majuscule \n");
break;
case 97 ... 122:
printf("Lettre miniscule \n");
break;
case 48 ... 57:
printf("cest un chiffre \n");
break;
case 33 ... 47:
printf("cest un caractere special \n");
break;

default:
break;
}
}
```

Exercice 2.1.3:

```
X509DJ-M509DJ:~/Desktop/TI12/atelier programmation/tp2$ g
cc ./ex2.1.3.c -o ex2.1.3 && ./ex2.1.3
entrez un annee= 1980
1980 est bissectile
hosscold@hosscold-VivoBook-ASUSLaptop-X509DJ-M509DJ:~/Des
ktop/TI12/atelier programmation/tp2$ 
```

```c
#include <stdio.h>

void main() {
int annee;
printf("entrez un annee= ");
scanf("%d", &annee);
if(((annee % 4 == 0) && (annee % 4 != 0)) || (annee % 400) ) {
printf("%d est bissectile \n",annee);
}

```

```
}
```

Exercice 2.2.1:

```
a*b=50hosscold@hosscold-VivoBook-ASUSLaptop-X509DJ-M509DJ:~/Desktop/TI12/atelier programmatio
entrez un operateur: *
entrez a et b = 10 9
a*b=90
hosscold@hosscold-VivoBook-ASUSLaptop-X509DJ-M509DJ:~/Desktop/TI12/atelier programmation/tp2$
```

```c
#include <stdio.h>
void main(){
int a,b;
char c;

printf("entrez un operateur: ");
scanf("%c",&c);
printf("entrez a et b = ");
scanf("%d %d",&a,&b);

switch (c)
{
case 43 :
printf("a=b=%d \n",a+b);
break;
case 45:
printf("a-b=%d \n",a-b);
break;
case 42:
printf("a*b=%d \n",a*b);
break;
case 47:
printf("a/b=%d \n",a/b);
break;
default:
break;
}
}
```

Exercice 2.2.2:

```
ktop/TI12/atelier programmation/tp2$ gcc ./ex2.2.2.c -o e
x2.2.2 && ./ex2.2.2
entrez un chiffre entre 1 et 7: 4
Vert
```

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

```c
int x;
printf("entrez un chiffre entre 1 et 7: ");
scanf("%d",&x);
switch (x)
{
case 1:
printf("Violet \n");
break;
case 2:
printf("Indigo \n");
break;
case 3:
printf("Bleu \n");
break;
case 4:
printf("Vert \n");
break;
case 5:
printf("Jaune \n");
break;
case 6:
printf("Orange \n");
break;
case 7:
printf("Rouge \n");
break;

default:
break;
}
}
```

Exercice 2.3.1:

```
Entrer une année
2000
la valeur de bissextil est 1
```

Donne 1 si lannee est bisextille sinon donne 0.

Exercice 2.3.2:

```
hosscold@hosscold-VivoBook-ASUSLaptop-X509DJ-M509DJ:~/Desktop/TI12/atelier programmation/tp2$ gcc ./ex2.3.2.c -o ex2.3.2 && ./ex2.3.2
Entrer une anneée
2000
Entrer un mois
2
le dernier jour du mois est 28hosscold@hosscold-VivoBook-ASUSLaptop-X509DJ-M509DJ:~/Desktop/TI12/atelier programmation/tp2$
```

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

```c
{
int mm,an;
int rs;
printf("Entrer une anneée \n");
scanf("%d",&an );
printf("Entrer un mois \n");
scanf("%d",&mm);


if (mm == 2)
{ rs = ((an % 4 == 0 && !(an % 100 == 0)) || (an % 400 == 0) ? 28 : 30); }
else if (mm <= 7)
{ rs = (mm % 2 == 1 ? 31 : 30); }
else
{ rs = (mm % 2 == 0 ? 31 : 30); }

printf("le dernier jour du mois est %d \n",rs);


return 0;
}
```

Exercice 2.3.3:

```
3.2.c -o ex2.3.2 && ./ex2.3.2
Entrer une anneée
2020
Entrer un mois
12
Entrer un jour
31
la date de lendemain = l'annee:2021 moins:1 jours:2hosscold@hosscold-VivoBook-ASUSLaptop-X509DJ-M509DJ:~/Desk
```

```c
#include <stdio.h>

int main() {
int mm, an, jj;
int rs;
printf("Entrer une anneée \n");
scanf("%d", & an);
printf("Entrer un mois \n");
scanf("%d", & mm);
printf("Entrer un jour \n");
scanf("%d", & jj);

if (mm == 2) {
rs = ((an % 4 == 0 && !(an % 100 == 0)) || (an % 400 == 0) ? 28 : 30);
if (jj + 2 > rs) {
mm = mm + 1;
jj = (rs - jj) + 2;
```

```c
} else {
jj = jj + 2;
}
} else if (mm <= 7) {
rs = (mm % 2 == 1 ? 31 : 30);
if (jj + 2 > rs) {
mm = mm + 1;
jj = rs % jj;
} else {
jj = jj + 2;
}
} else {
rs = (mm % 2 == 0 ? 31 : 30);
if (mm == 12) {
if (jj + 2 > rs) {
mm = 1;
an = an + 1;
jj = (rs - jj) + 2;
} else {
jj = jj + 2;
}
} else {
jj = jj + 2;
}
}

printf("la date de lendemain = l'annee:%d moins:%d jours:%d", an, mm, jj);

return 0;
}
```