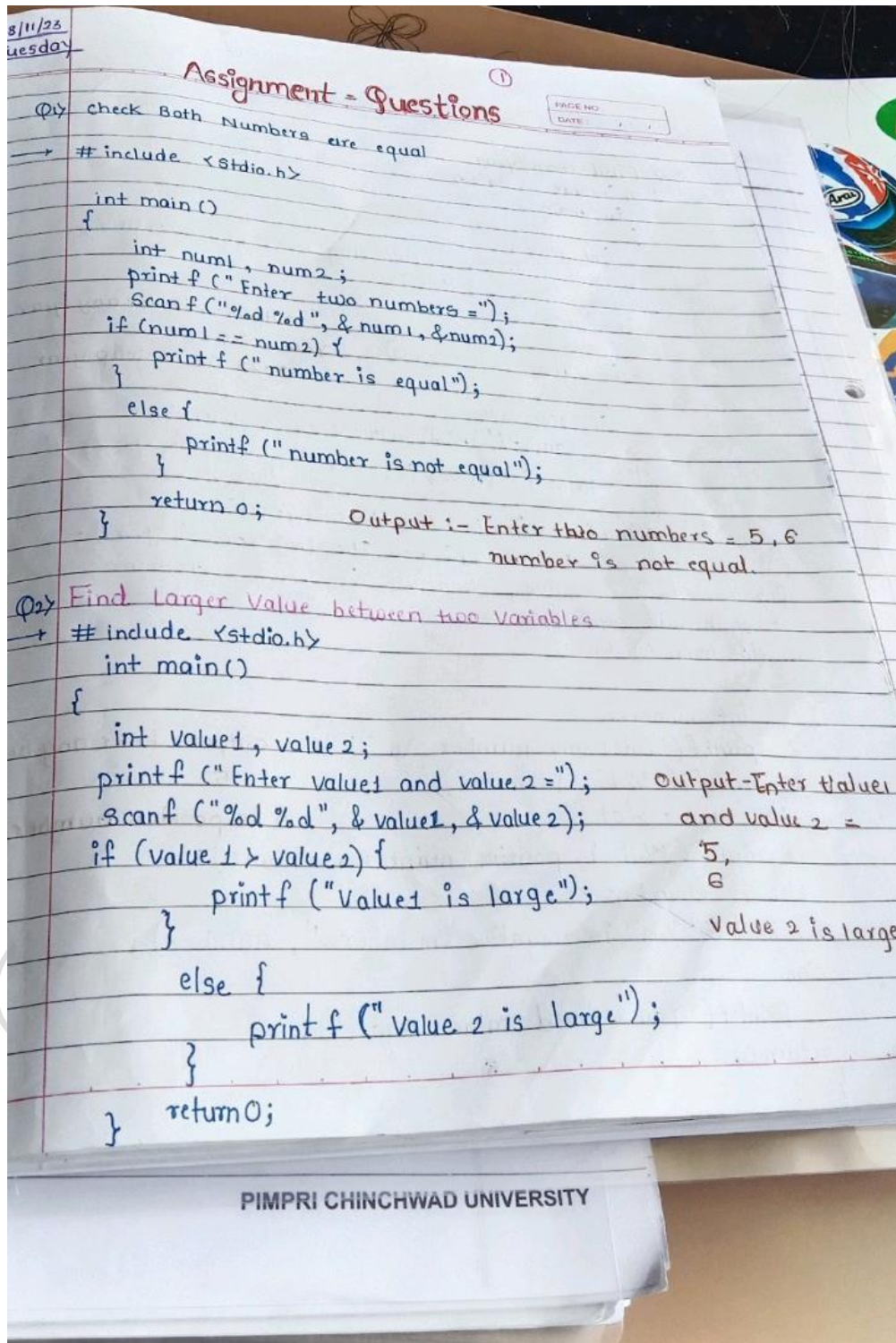
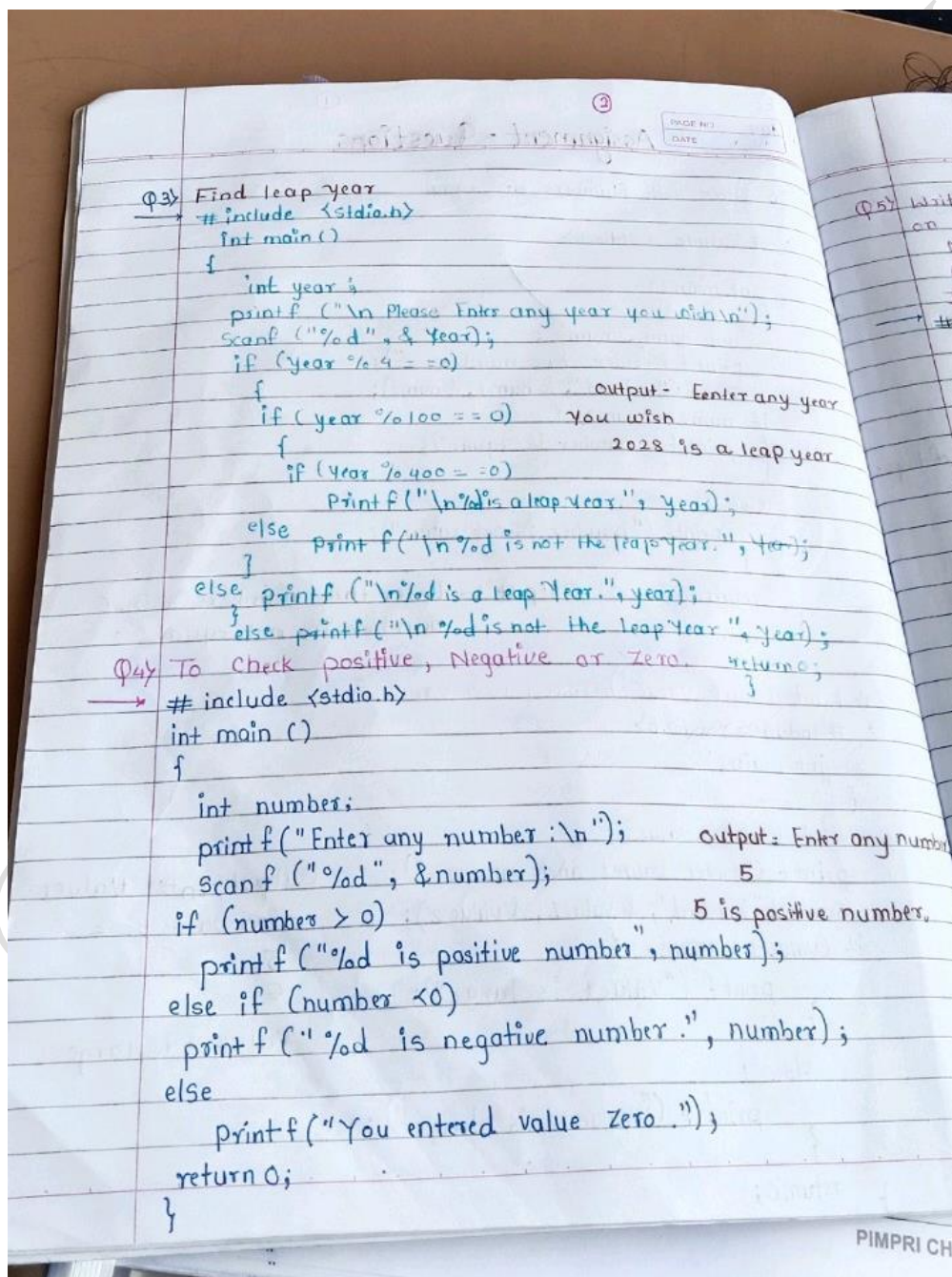
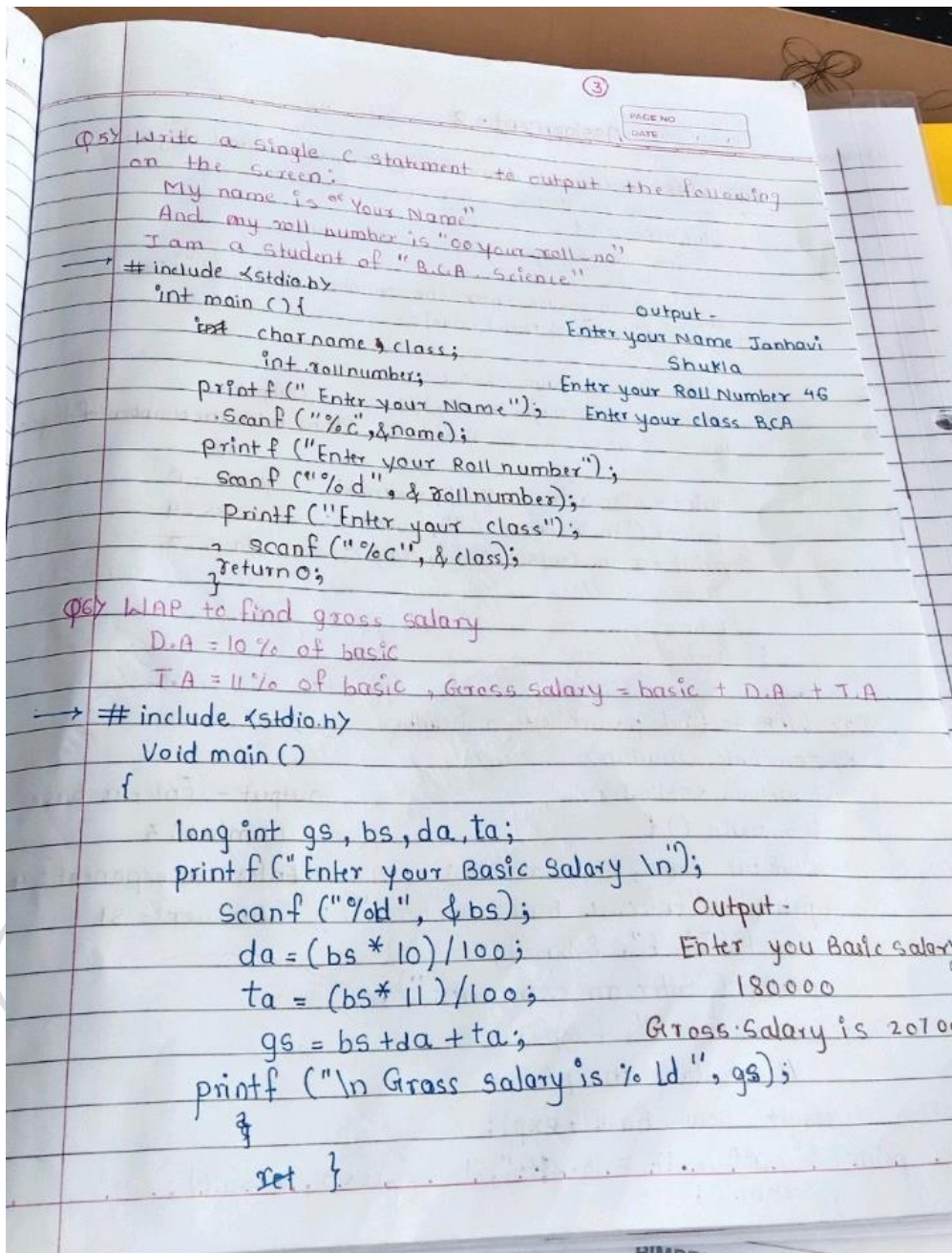








Assignment - 3

Q1) WAP to Convert days to years, weeks and days.

```
#include <stdio.h>
int main () {
    int No.of Days, years, weeks, days;

    printf("\n Please Enter the Number of days :");
    scanf ("%d", &No.of Days);

    years = No.of Days / 365;
    weeks = (No.of Days % 365) / 7;
    days = (No.of Days % 365) % 7;

    printf("\n Years = %d", years);
    printf("\n Weeks = %d", weeks);
    printf("\n Days = %d", days);

    return 0;
}
```

Output -

30

Years = 0

Weeks = 4

Days = 2

Q2) WAP to find power of a number

```
#include <math.h>
#include <stdio.h>
int main () {
    float base, exp, result;

    printf("Enter a base number :");
    scanf ("%f", &base);

    printf("Enter an exponent :");
    scanf ("%f", &exp);

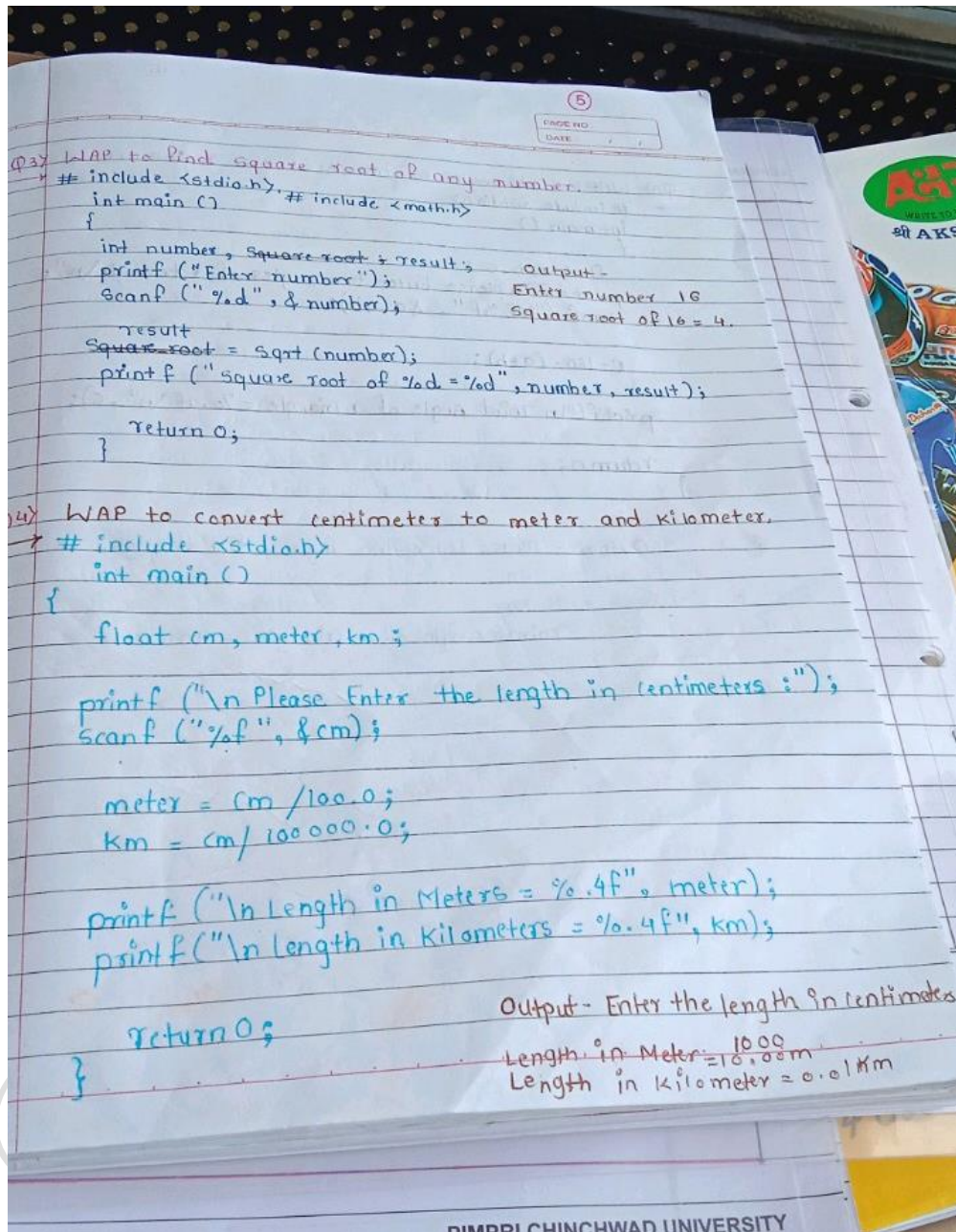
    // calculates the power
    result = pow (base, exp);

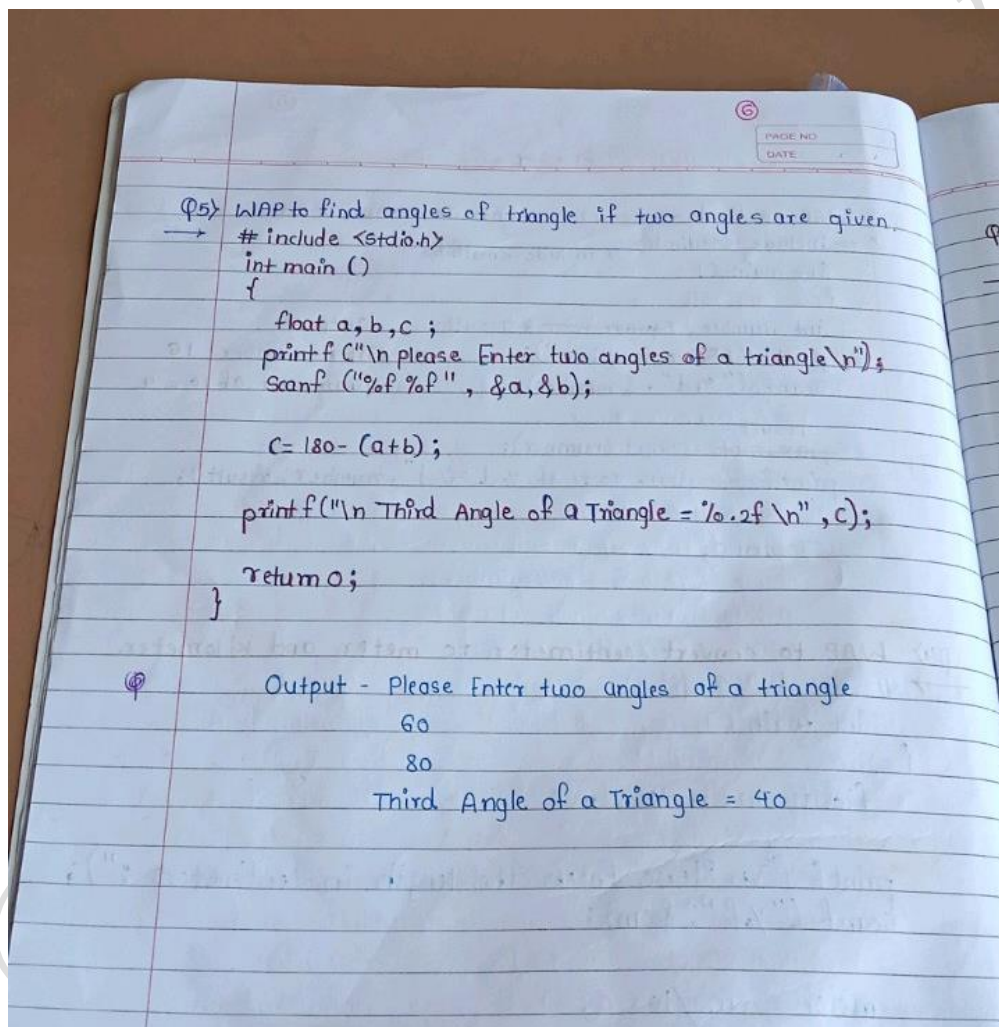
    printf ("%f ^ %f = %f", base, exp, result);
    return 0;
}
```

output - Enter a base number: 3

Enter an exponent: 4

Answer = 81





Assignment-4

7

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Q1) WAP to check if the entered number is less than 10 or greater than 10.

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

```
int main()
```

```
{
```

```
    int number;
```

```
    printf("Enter a number:");
```

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

```
    if (number < 10)
```

```
        printf("number is less than 10");
```

```
    else
```

```
        printf("Number is greater than 10");
```

```
    return 0;
```

```
}
```

Output-

Enter a number:

6

Number is less than 10.

Q2) To check wheather a number is negative, positive or zero.

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

```
#include <math.h>
```

```
int main()
```

```
{
```

```
    int number;
```

```
    printf("Enter a number to check for positive, negative, zero:");
```

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

```
    if (number > 0) {
```

```
        printf("%d is Positive", number);
```

```
    } if (number < 0) {
```

```
        printf("%d is Negative", number);
```

```
    } if (number == 0)
```

```
        printf("%d is. Number is zero");
```

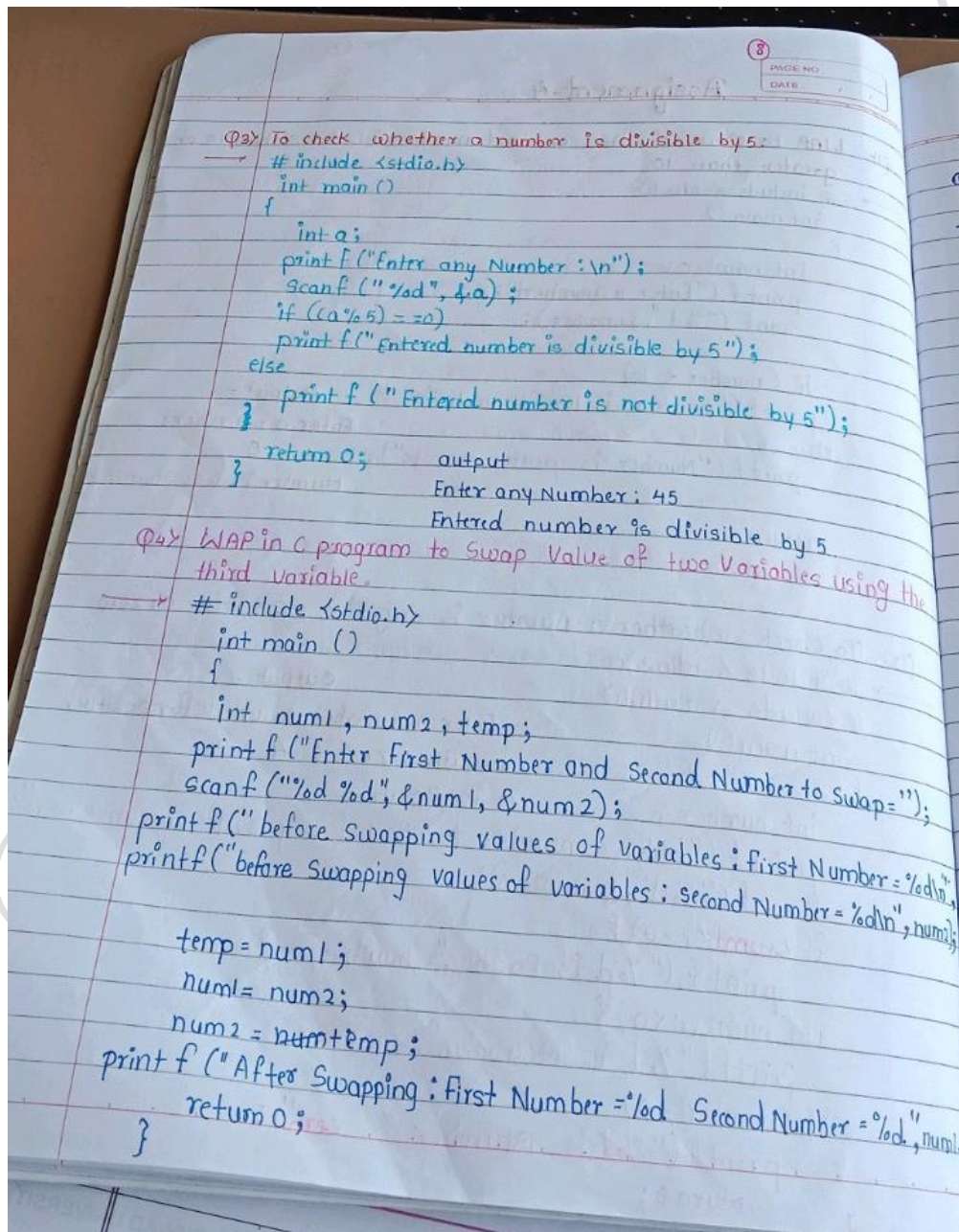
```
    return 0;
```

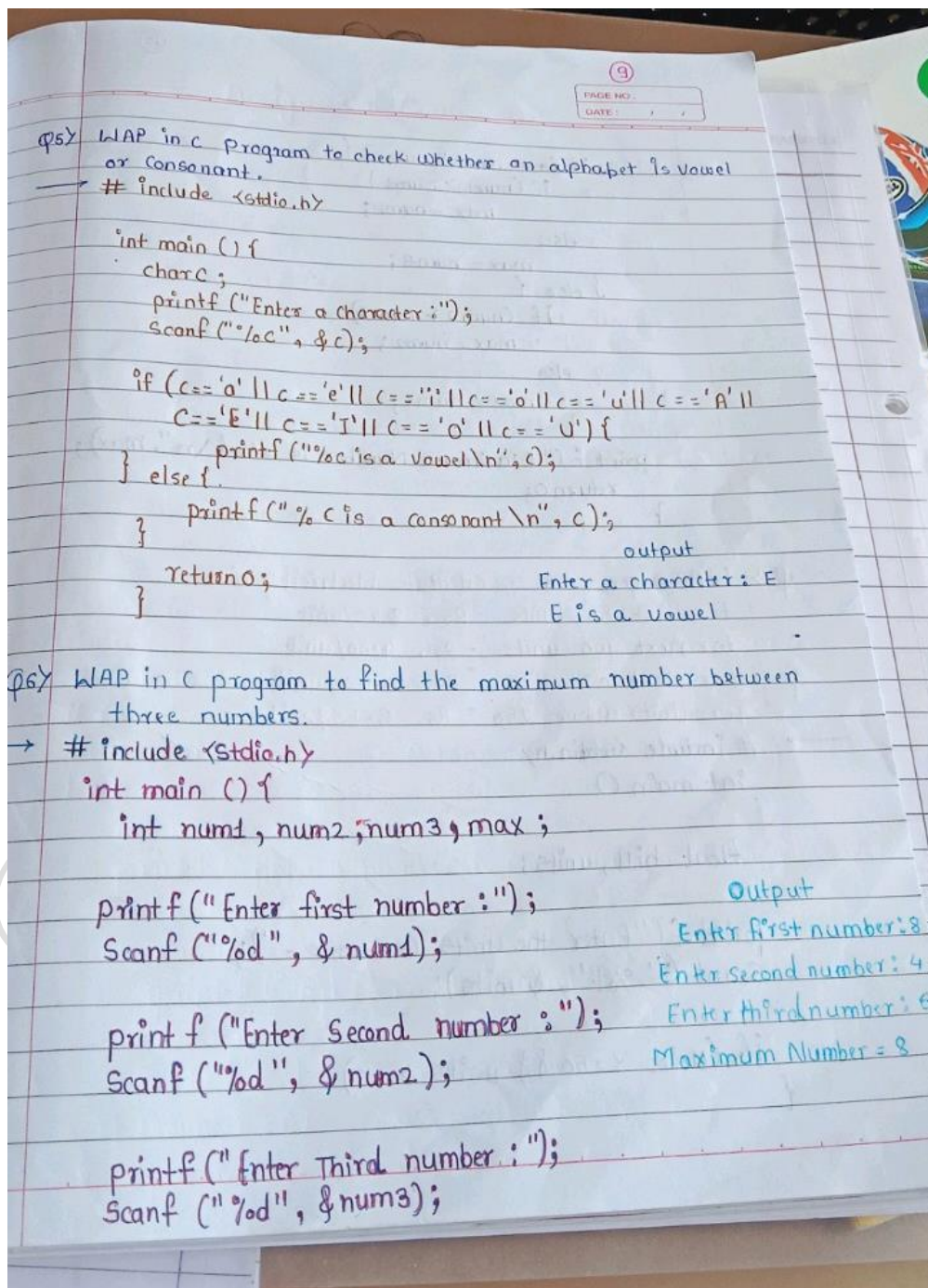
output

Enter a number to check for positive,

negative, zero : 4

4 is Positive





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```

if (num1 > num2) {
    if (num1 > num3)
        max = num1;
    else
        max = num3;
} else {
    if (num2 > num3)
        max = num2;
    else
        max = num3;
}
printf("Maximum Number is = %d\n", max);
return 0;
}
    
```

Q7) WAP C program to calculate Electricity bill

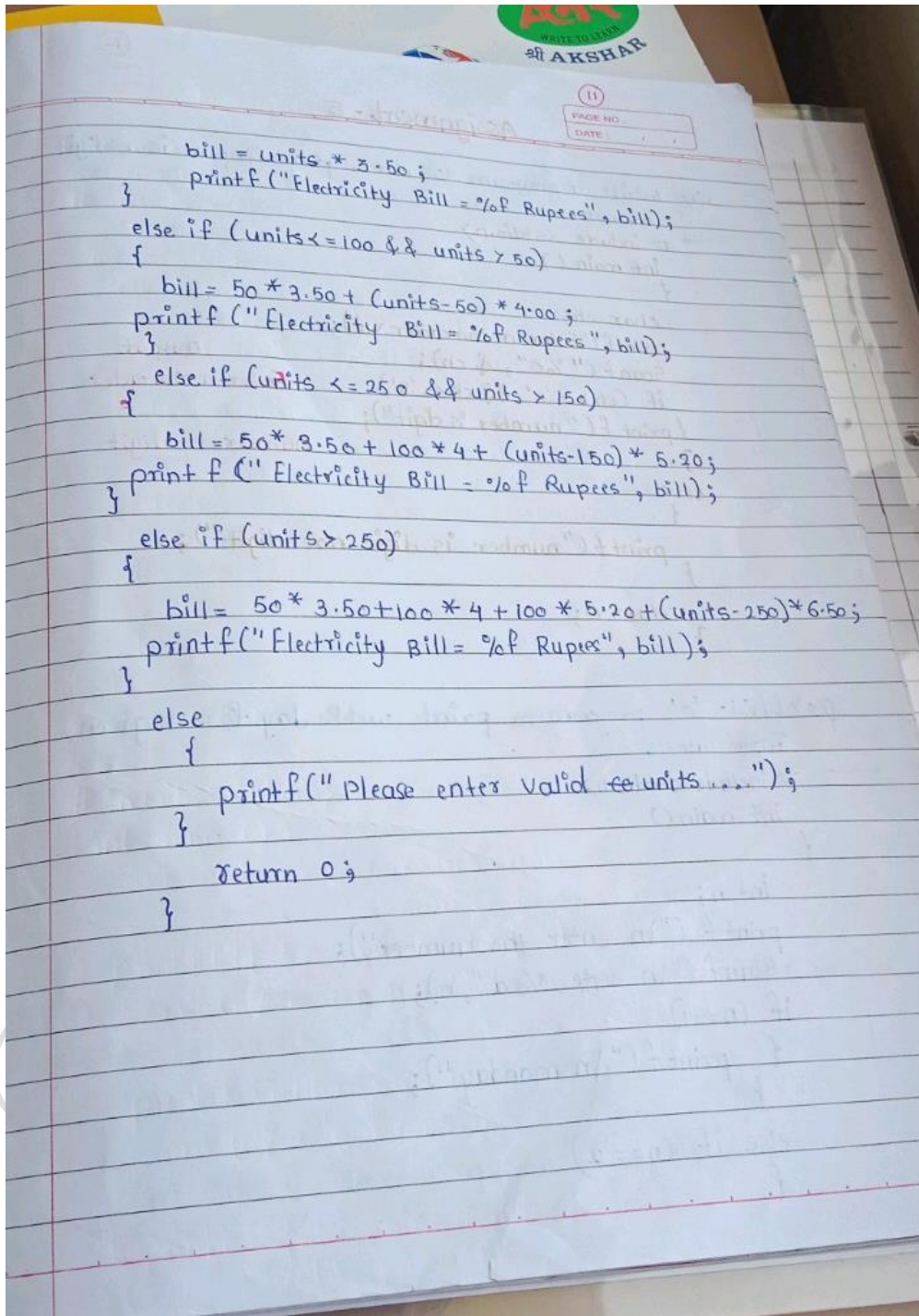
- For first 50 units - Rs. 3.50/unit
- for next 100 units - Rs. 4.00/unit
- for next 100 units - Rs. 5.20/unit
- for units above 250 - Rs. 6.50/unit

```

→ #include <stdio.h>
int main()
{
    float bill, units;

    printf("Enter the units (consumer = ");
    scanf("%f", &units);

    if (units <= 50 && units >= 0)
    {
    }
    }
    
```



Assignment - 5

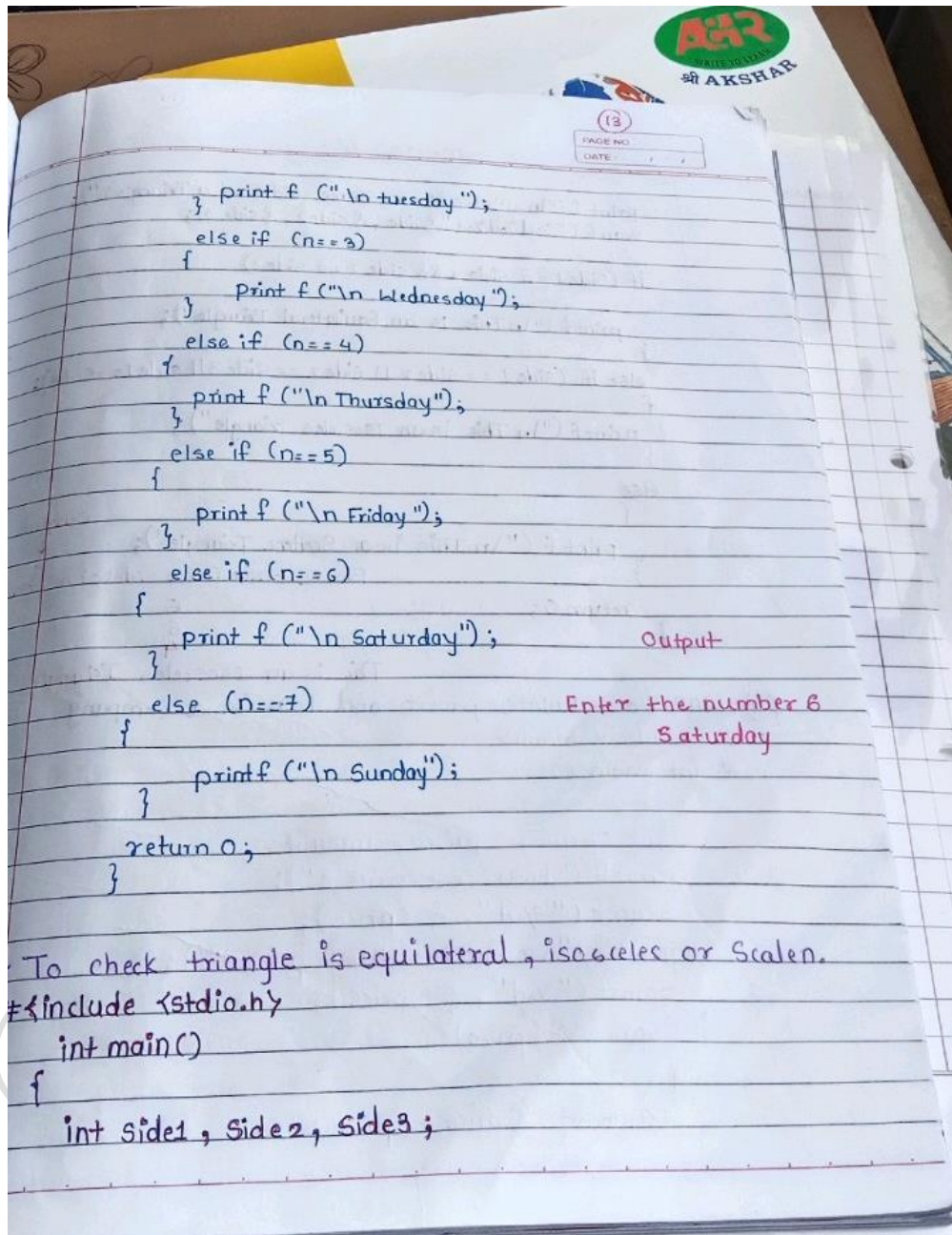
Q1) Write a program to check given input is a digit or not.

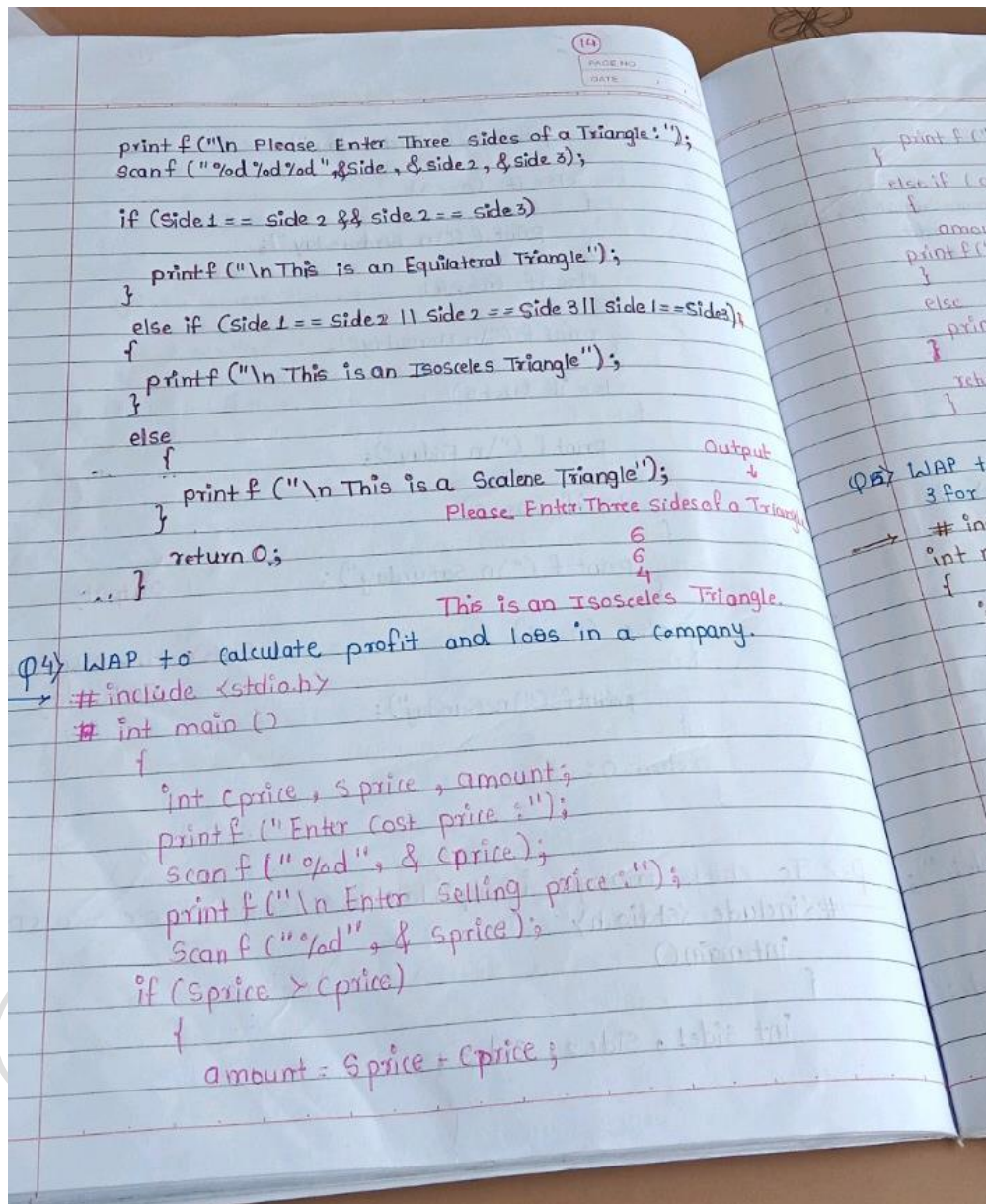
```
#include <stdio.h>
int main()
{
    char ch;
    printf("Enter a character\n");
    scanf("%c", &ch);
    if (ch >= '0' && ch <= '9')
    { printf("number is digit");
    }
    else
    { printf("number is digit not digit");
    }
    return 0;
}
```

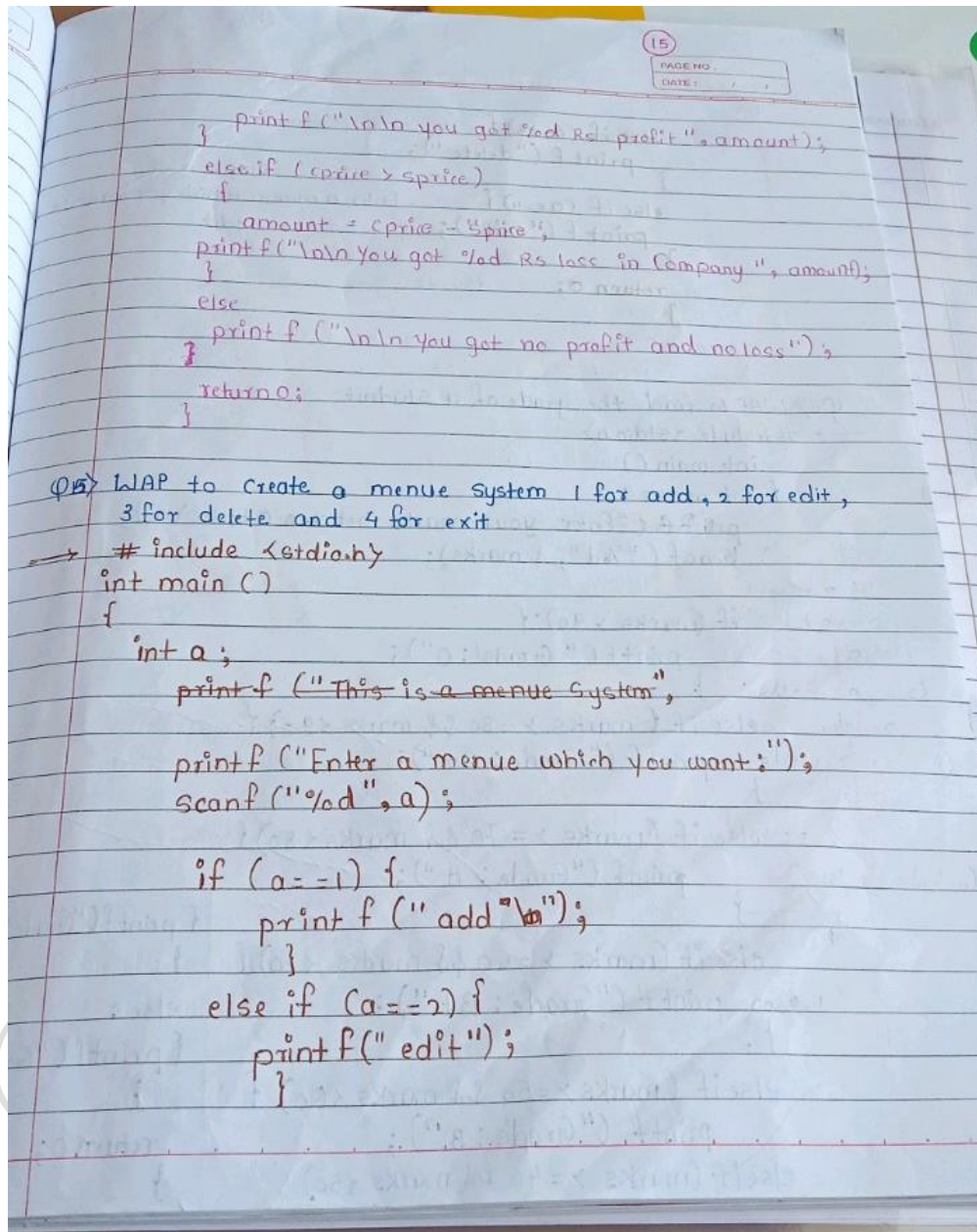
Output
Enter a character
8
number is digit

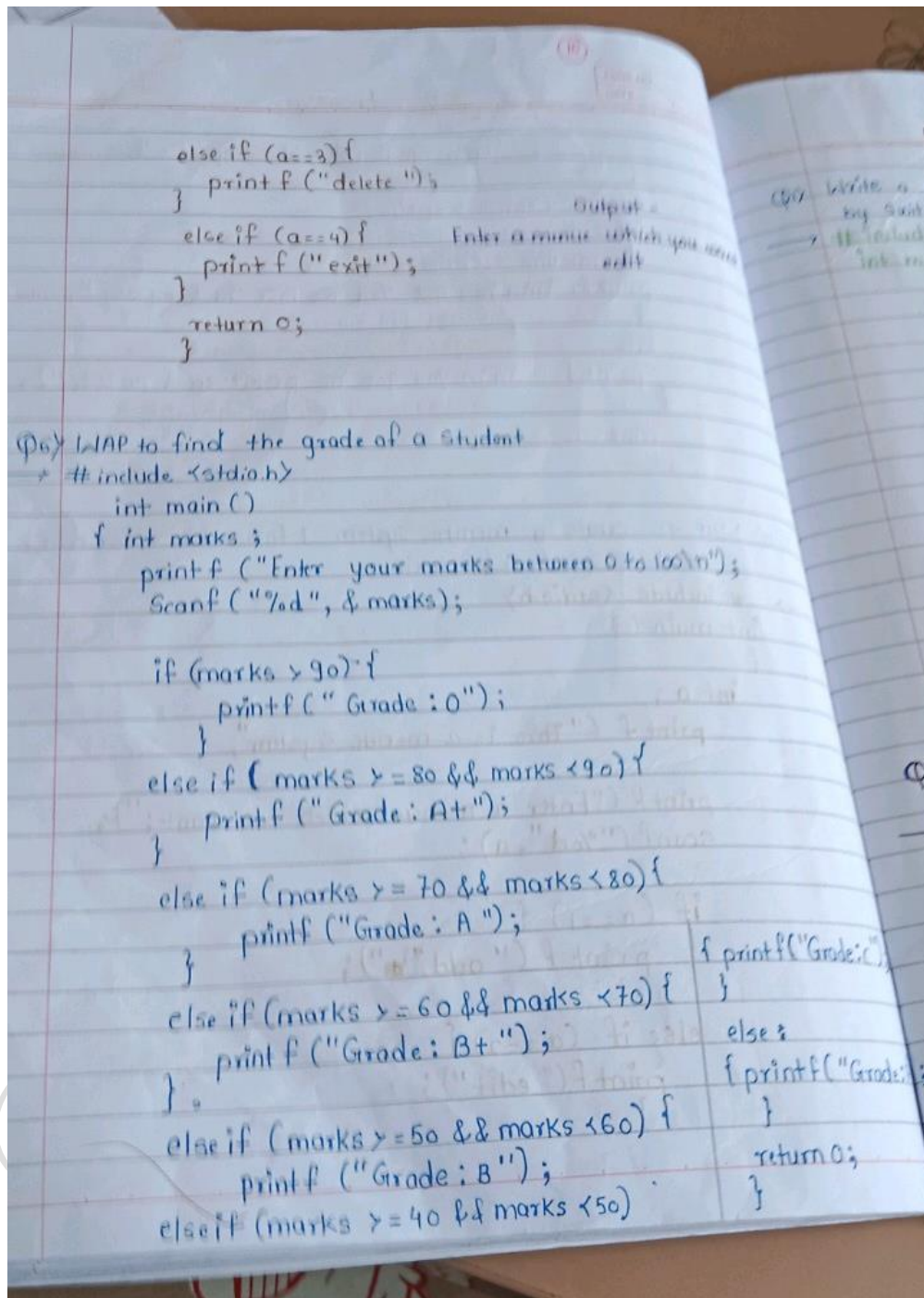
Q2) Write 'c' program to print week day for a given input week.

```
#include <stdio.h>
int main()
{
    int n;
    printf("\n enter the number");
    scanf("\n enter %d", &n);
    if (n == 1)
    { printf("\n monday");
    }
    else if (n == 2)
    {
```









Assignment Switch

Q1) Write a program to check given input is a digit or not by switch case.

```
#include <stdio.h>
int main()
{
    char i;
    printf("Enter a character: \n");
    scanf("%c", &i);

    switch (i)
    {
        case '0'...'9':
            printf("Given input is a digit \n");
            break;
        default:
            printf("Given input is not a digit \n");
    }
    return 0;
}
```

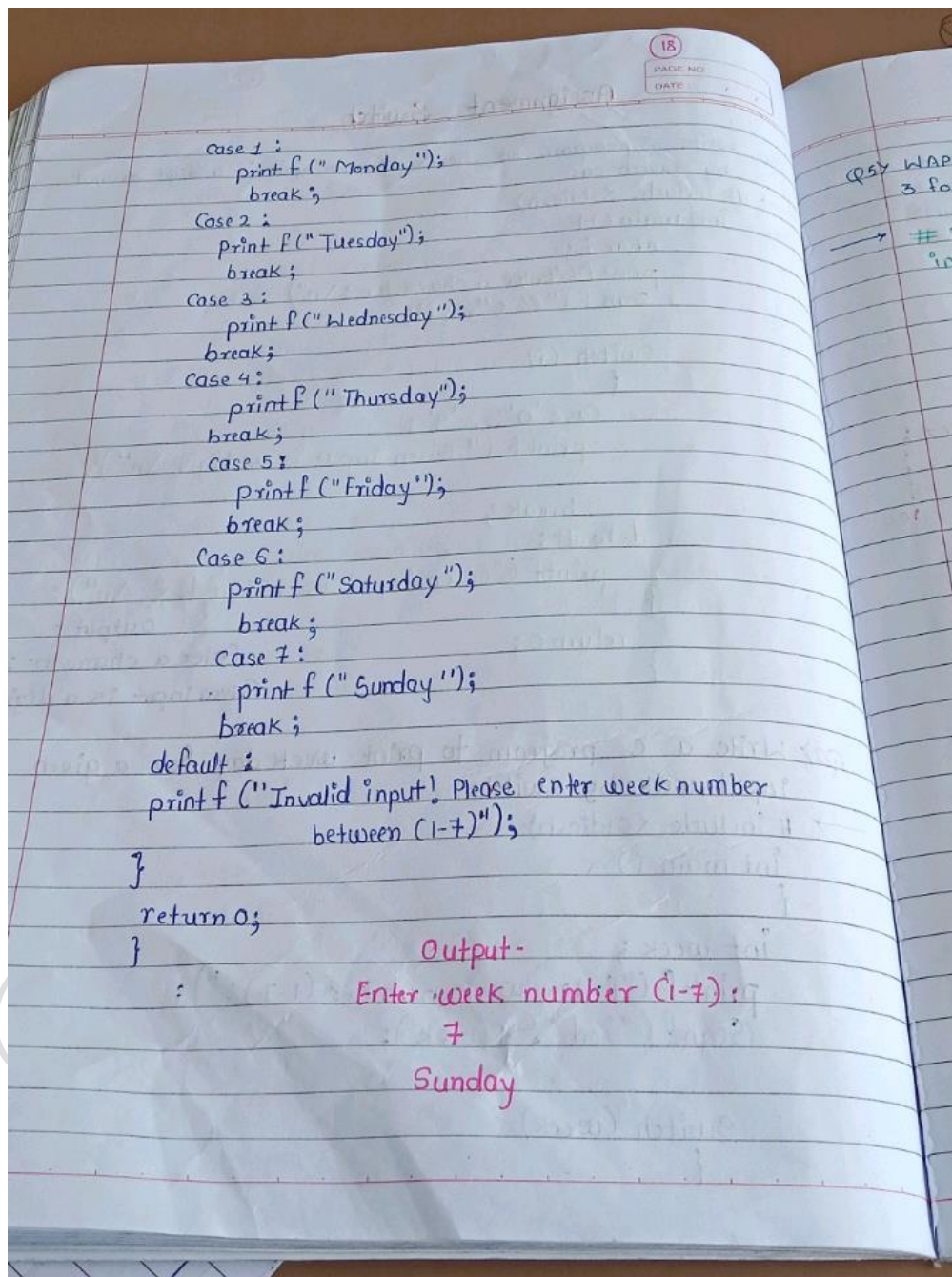
Output -
Enter a character: 2
Given input is a digit.

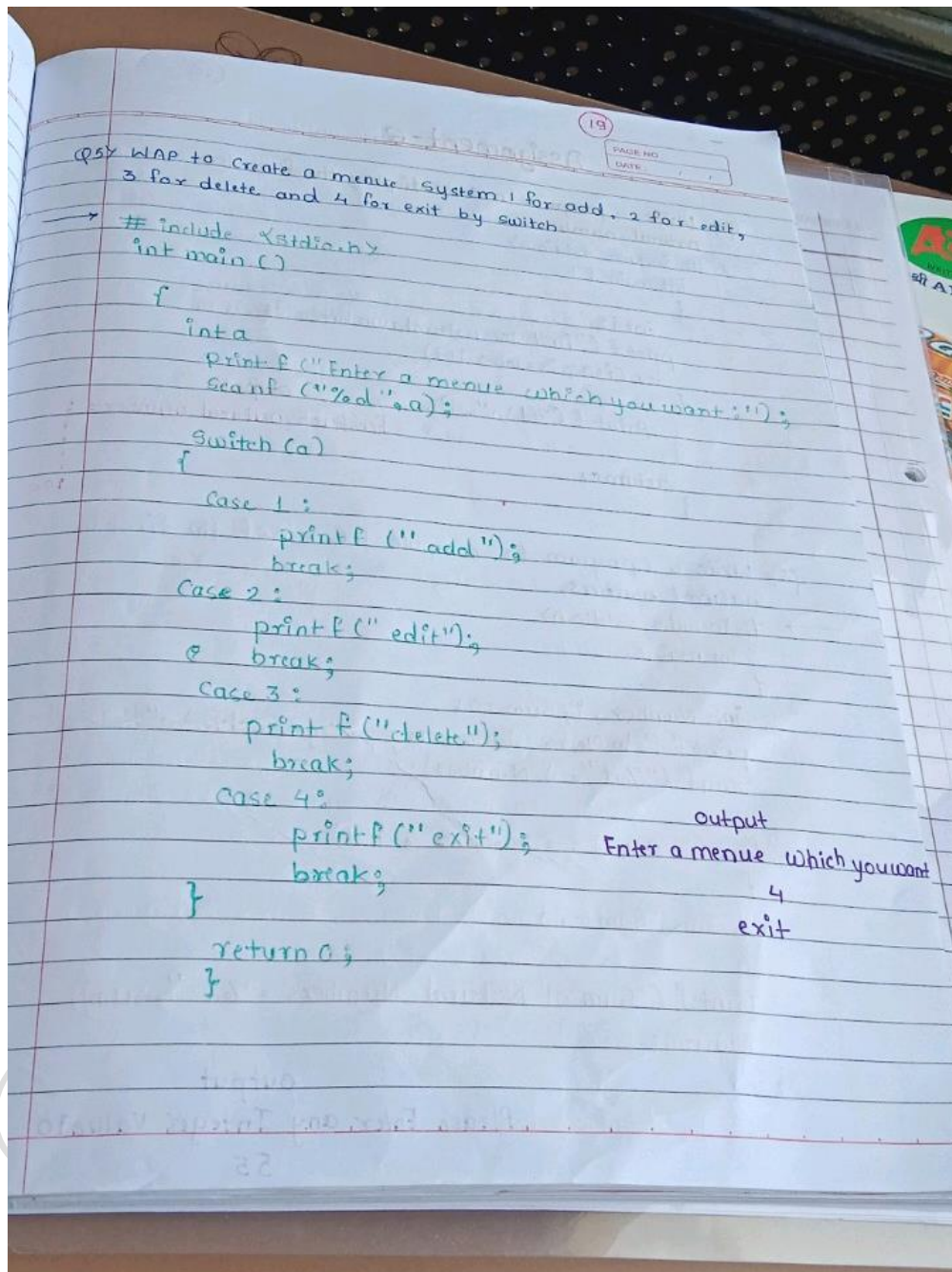
Q2) Write a C program to print week day for a given input week. by switch.

```
#include <stdio.h>
int main()
{
    int week;
    printf("Enter week number (1-7): ");
    scanf("%d", &week);

    switch (week)
    {

```





Assignment-6

Q1) Write a program in C to display the first 100 natural numbers.

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

```
int main ()
```

```
{
```

```
    int i;
```

```
    printf ("first 100 natural number = ");
```

```
    for (i=0; i<=100; i++)
```

```
{
```

```
        printf ("%d\n", i);
```

```
}
```

```
    return 0;
```

```
}
```

output
first 100 natural number = 1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
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81
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92
93
94
95
96
97
98
99
100

Q2) Write a C program to compute the sum of the first 10 natural numbers.

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

```
int main()
```

```
{
```

```
    int Number, i, Sum = 0;
```

```
    printf ("Please Enter any Integer Value\n");
```

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

```
    for (i=1; i<= Number; i++)
```

```
{
```

```
        Sum = Sum + i;
```

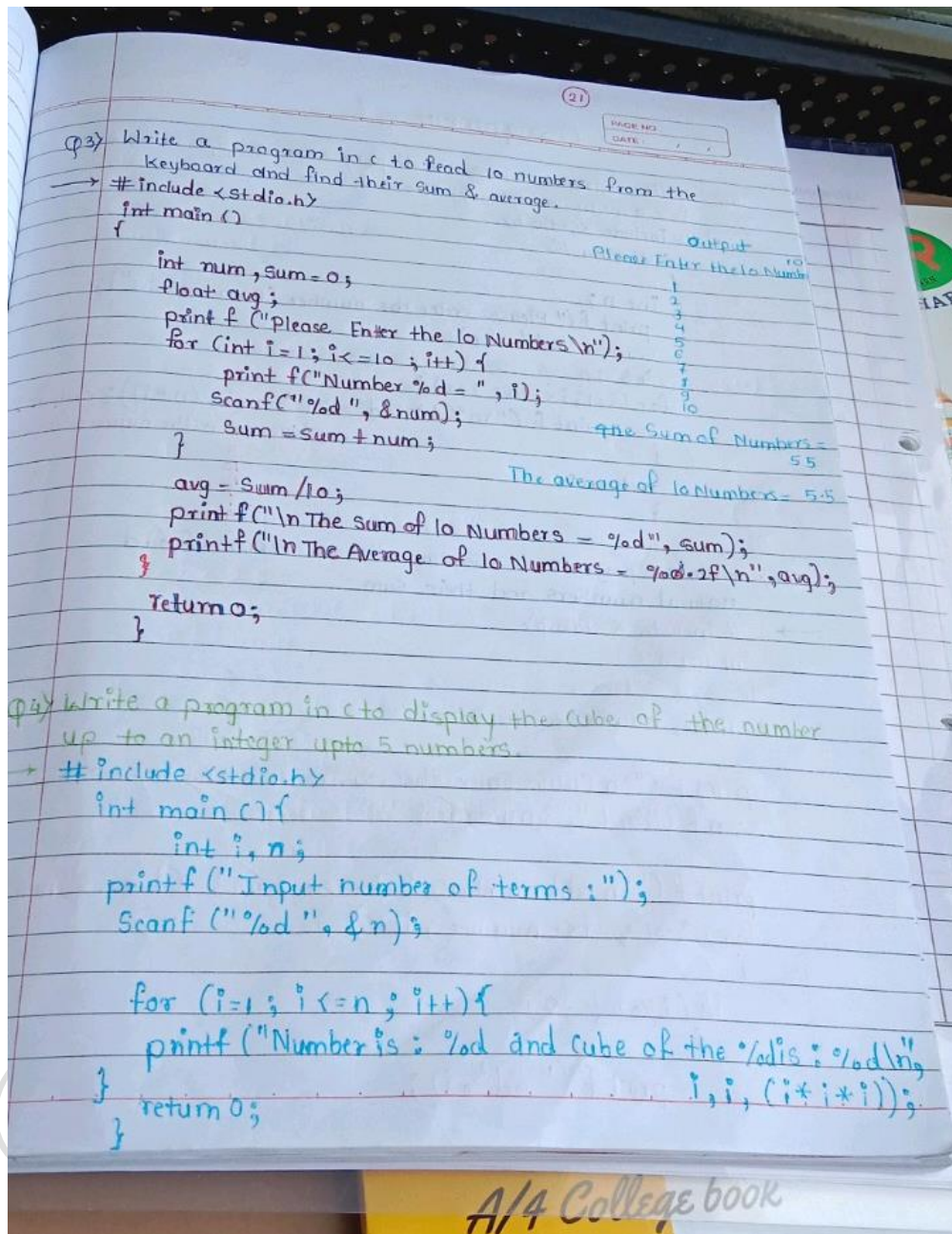
```
}
```

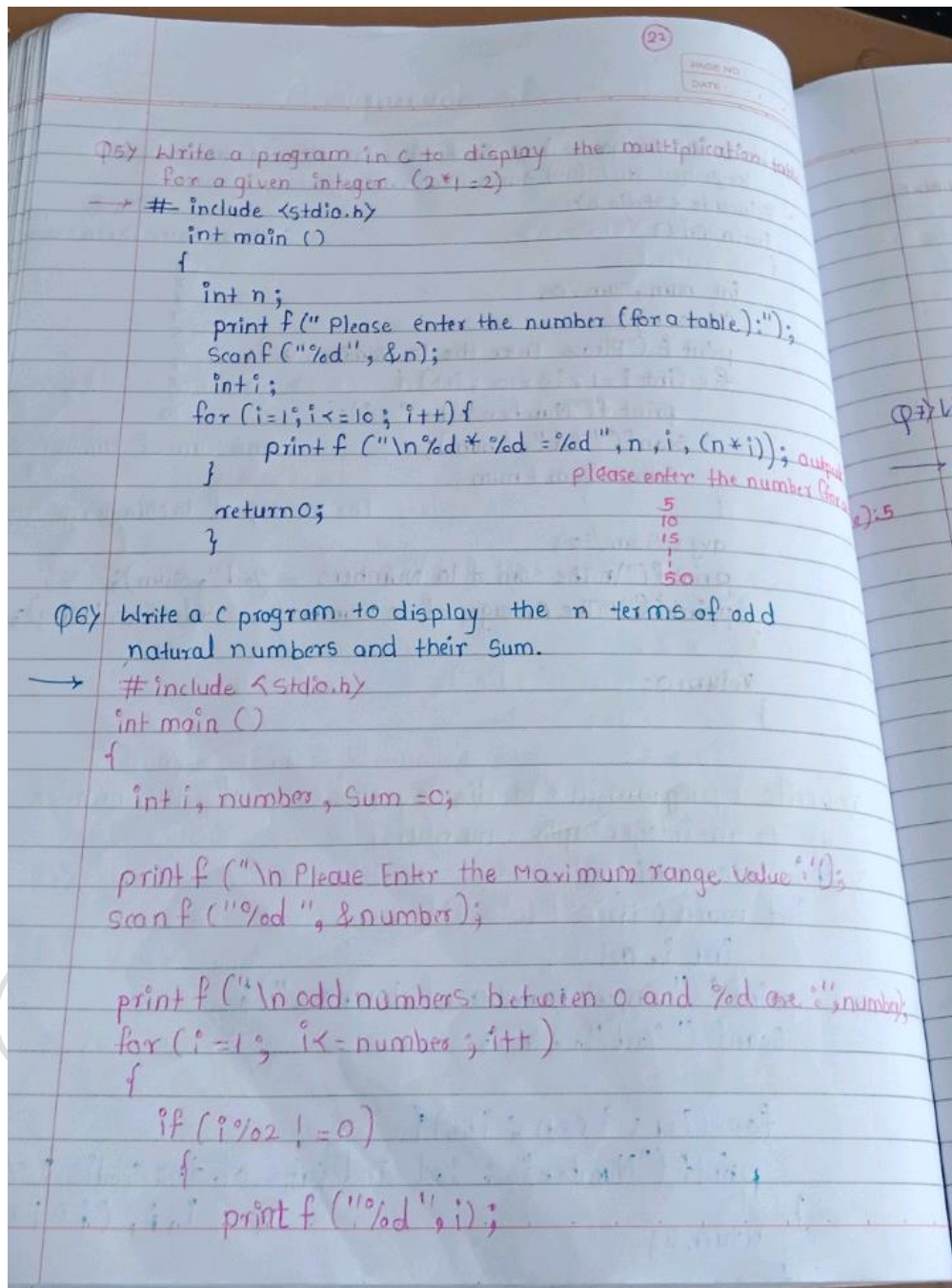
```
    printf ("Sum of Natural Numbers = %d", Sum);
```

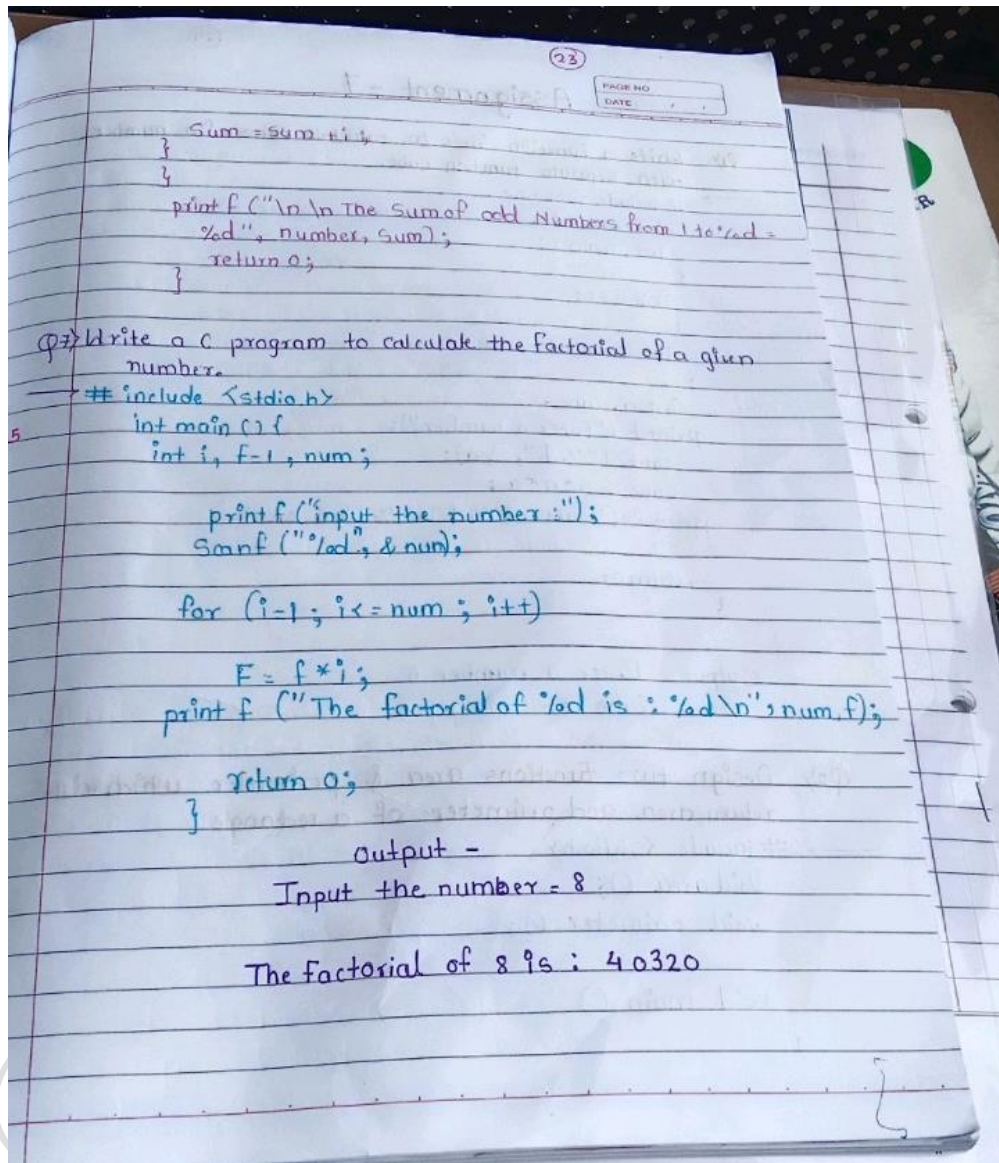
```
    return 0;
```

```
}
```

output
Please Enter any Integer Value 10
55







Assignment - 7

Q1) Write a function in C to calculate cube of a number with separate function cube.

```
#include <stdio.h>
int cube ();
int main ()
{
    cube ();
}
int cube ()
{
    int a, cube;
    printf ("Enter a number");
    scanf ("%d", &a);
    cube = a*a*a;
    printf ("Cube of %d is = %d", a, cube);

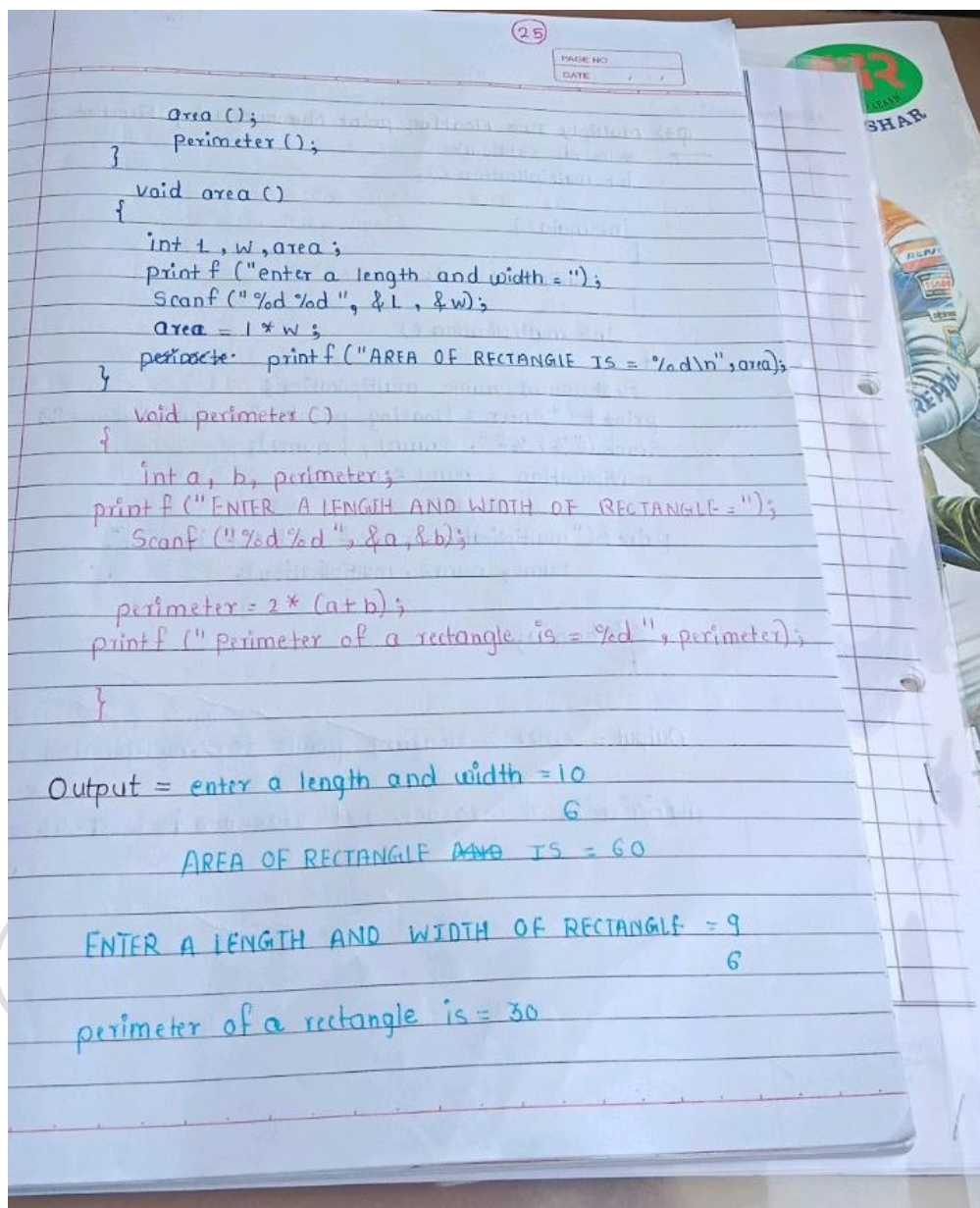
    return 0;
}
```

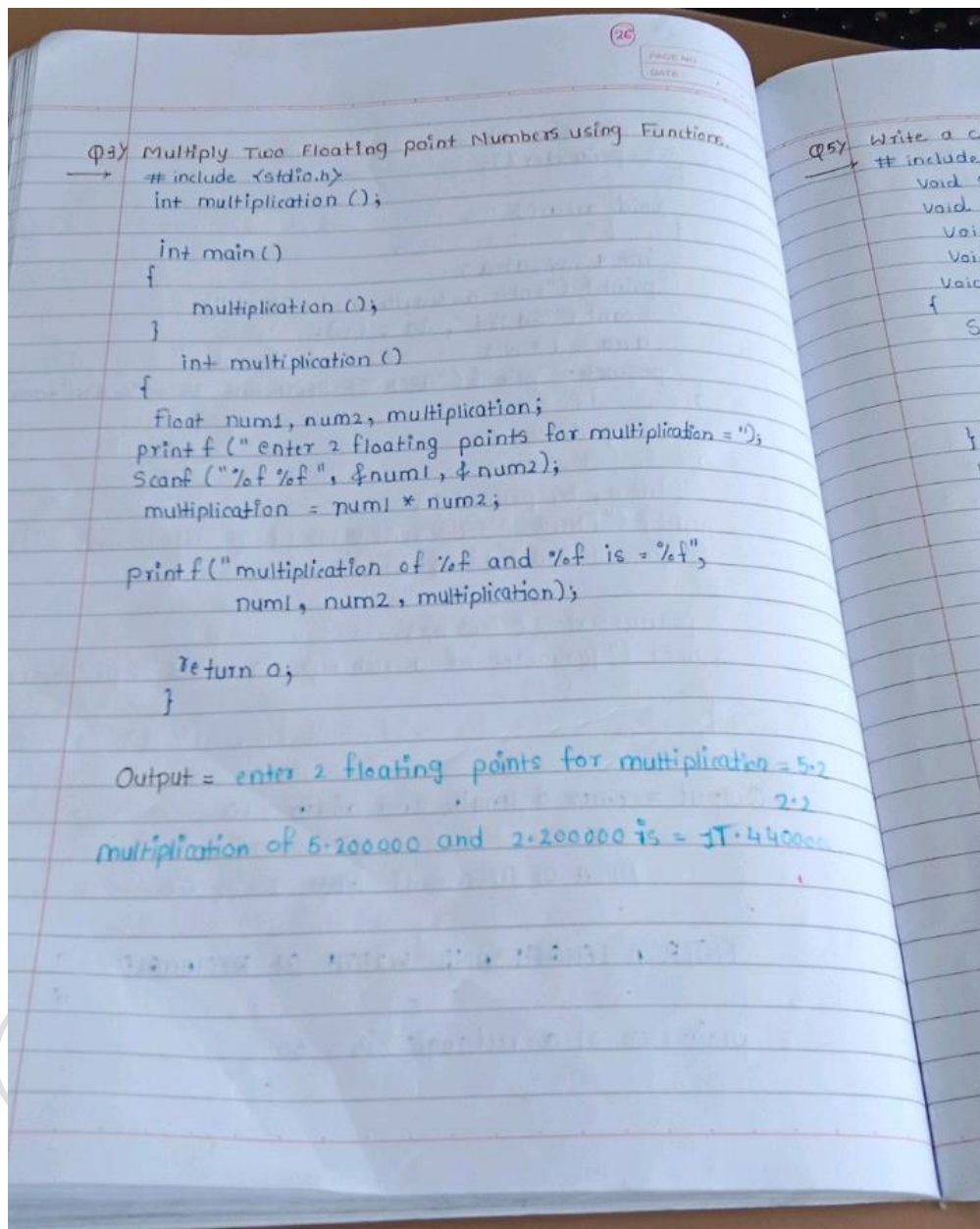
Output = Enter a number 5
Cube of 5 is = 125

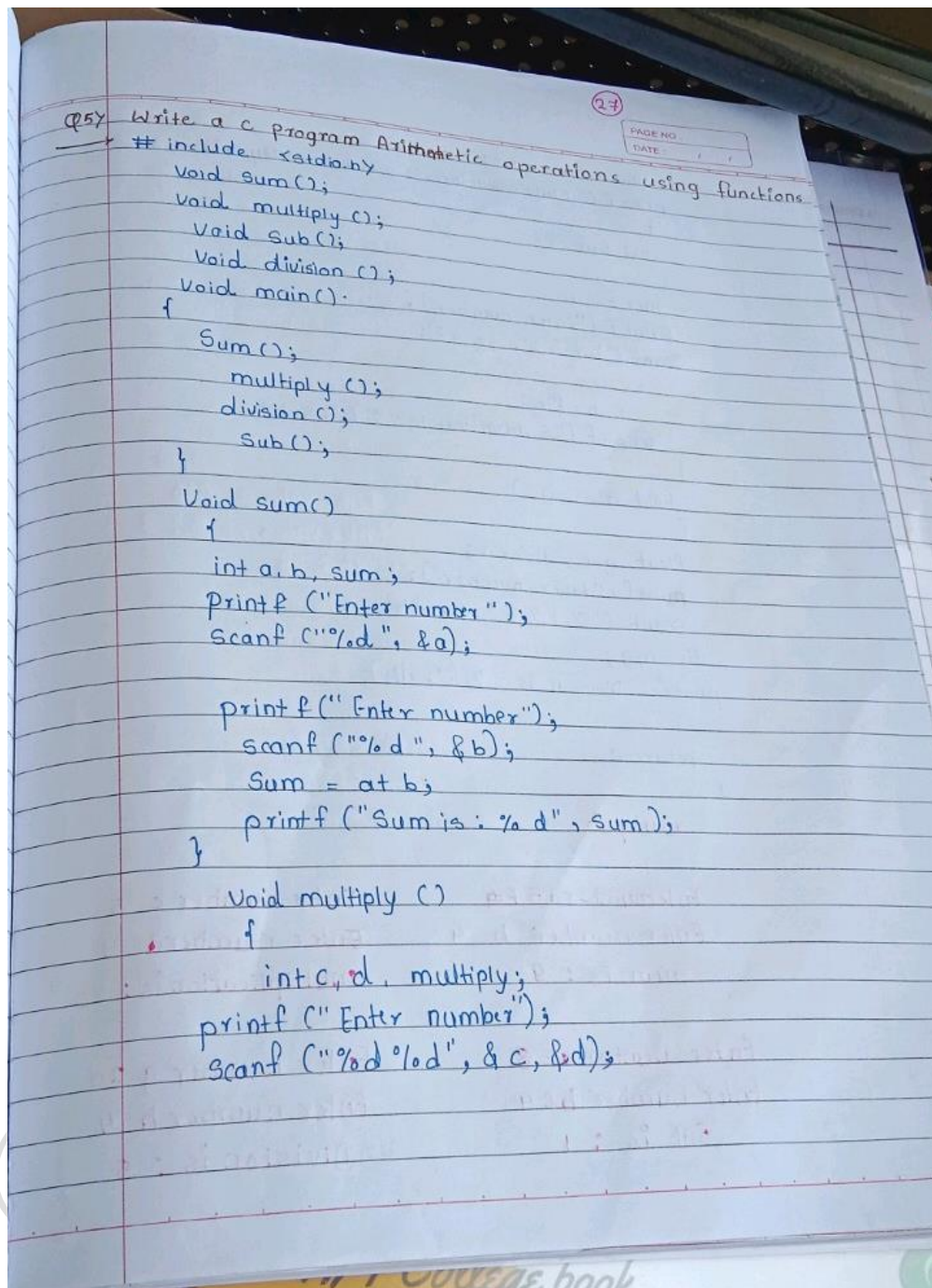
Q2) Design two functions area & perimeter which will return area and perimeter of a rectangle.

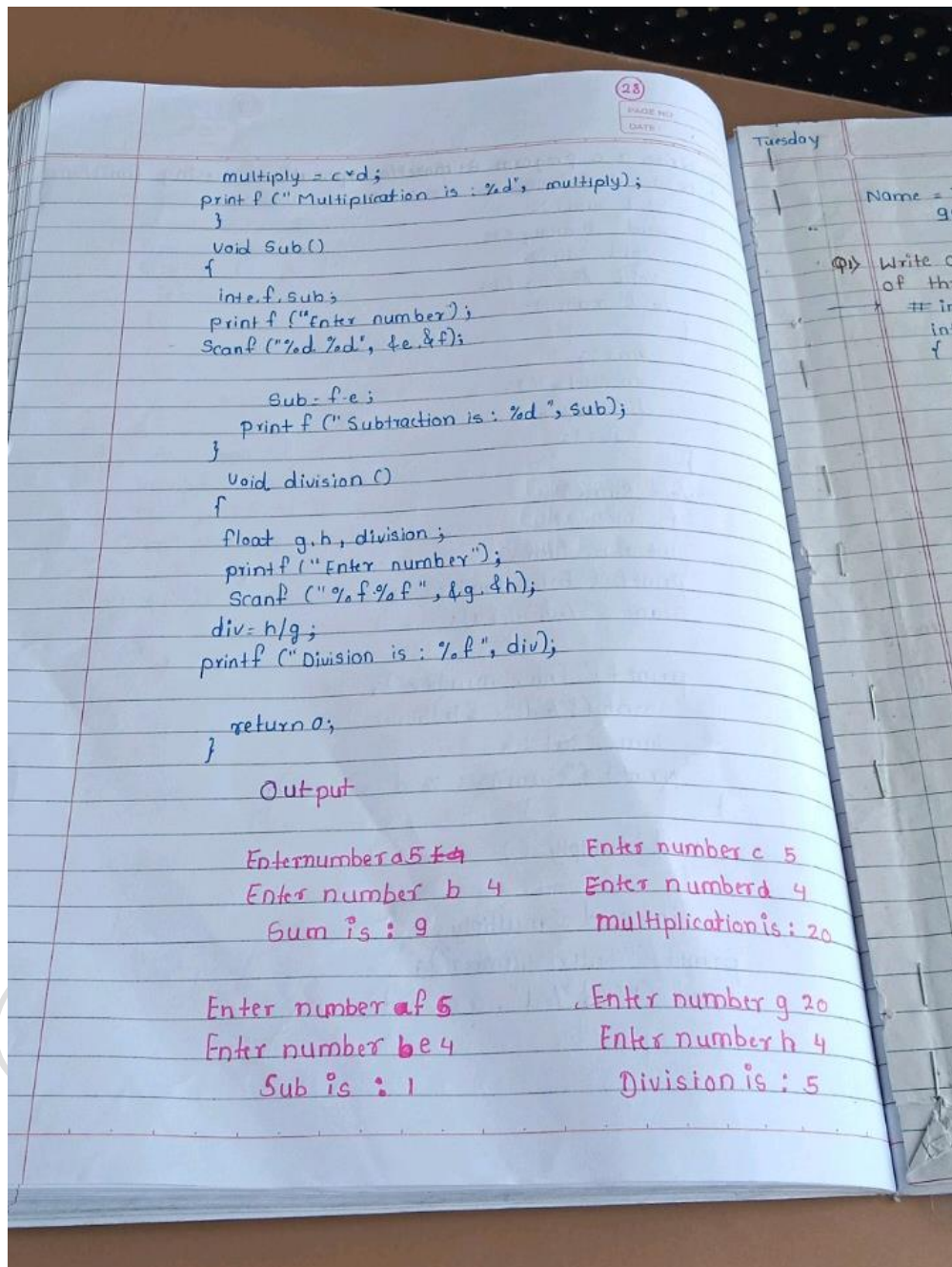
```
#include <stdio.h>
void area ();
void perimeter ();

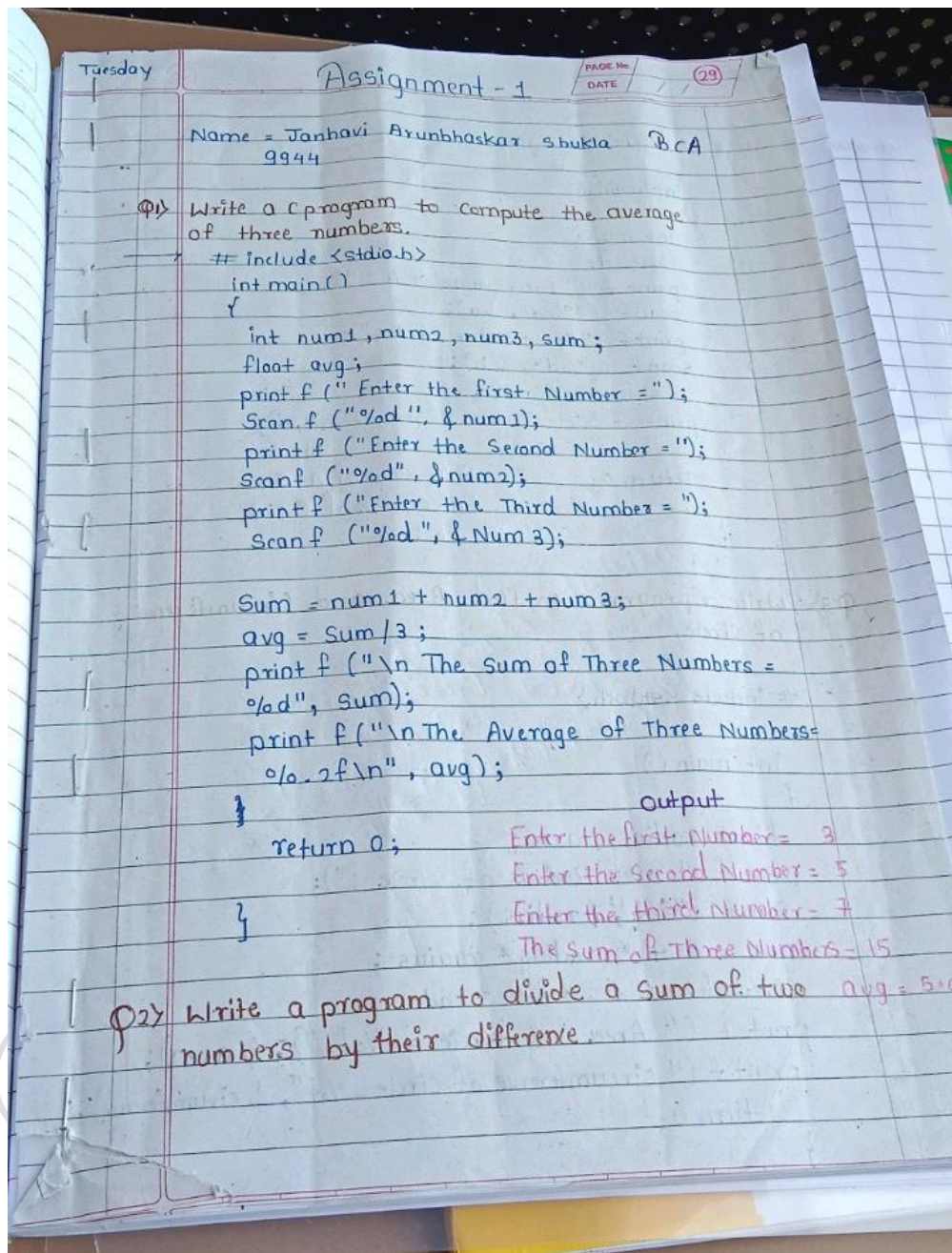
void main ()
{
```

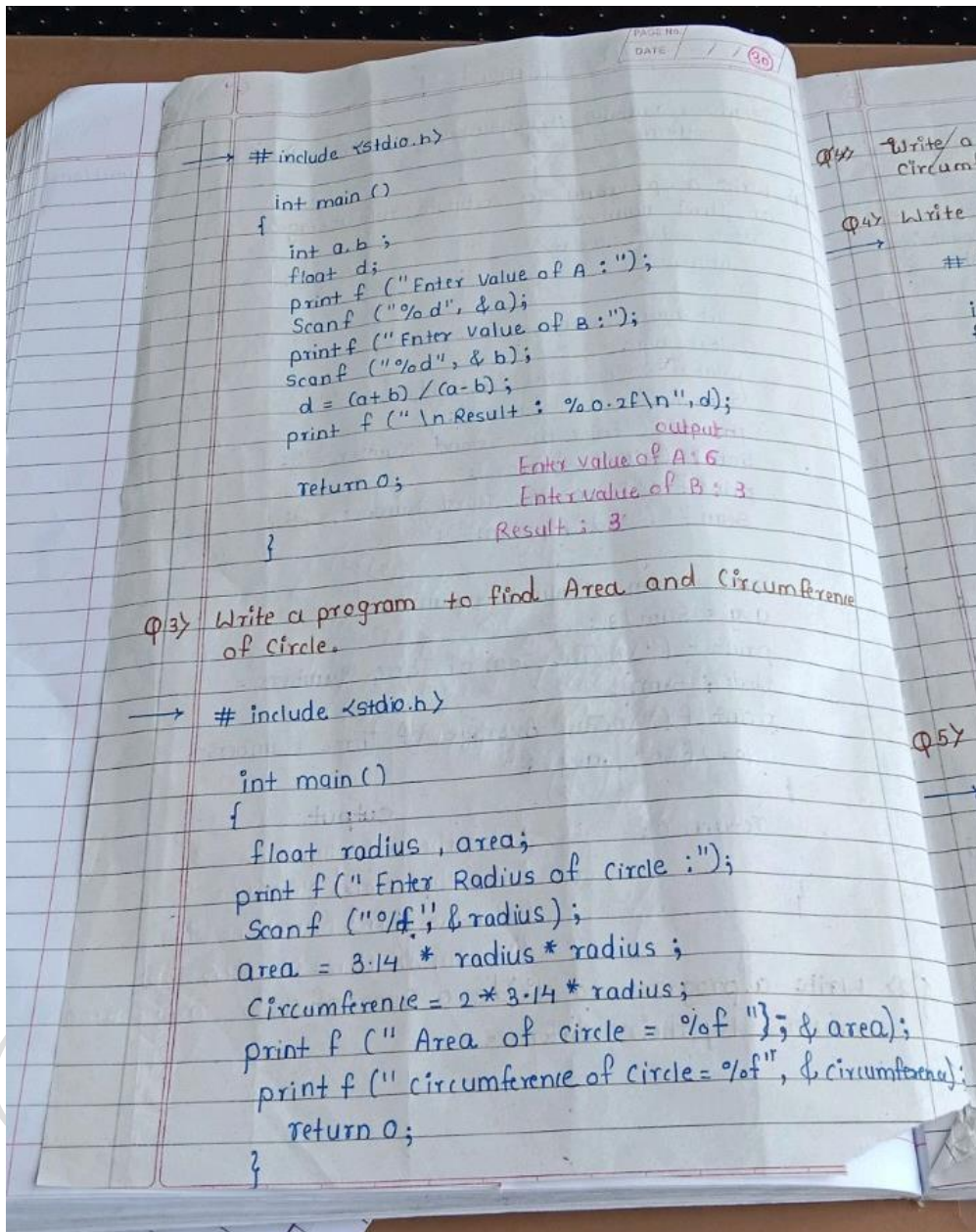


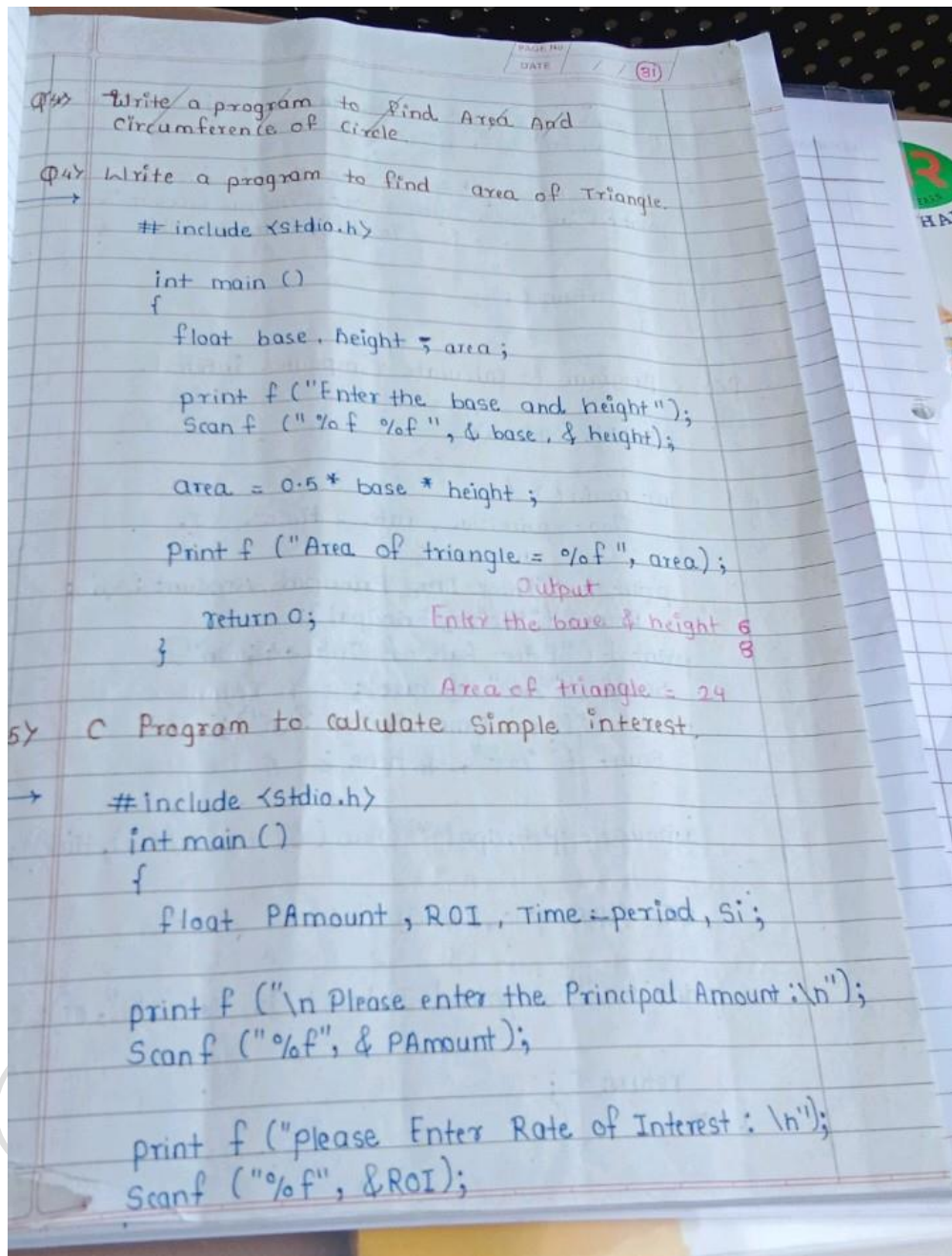


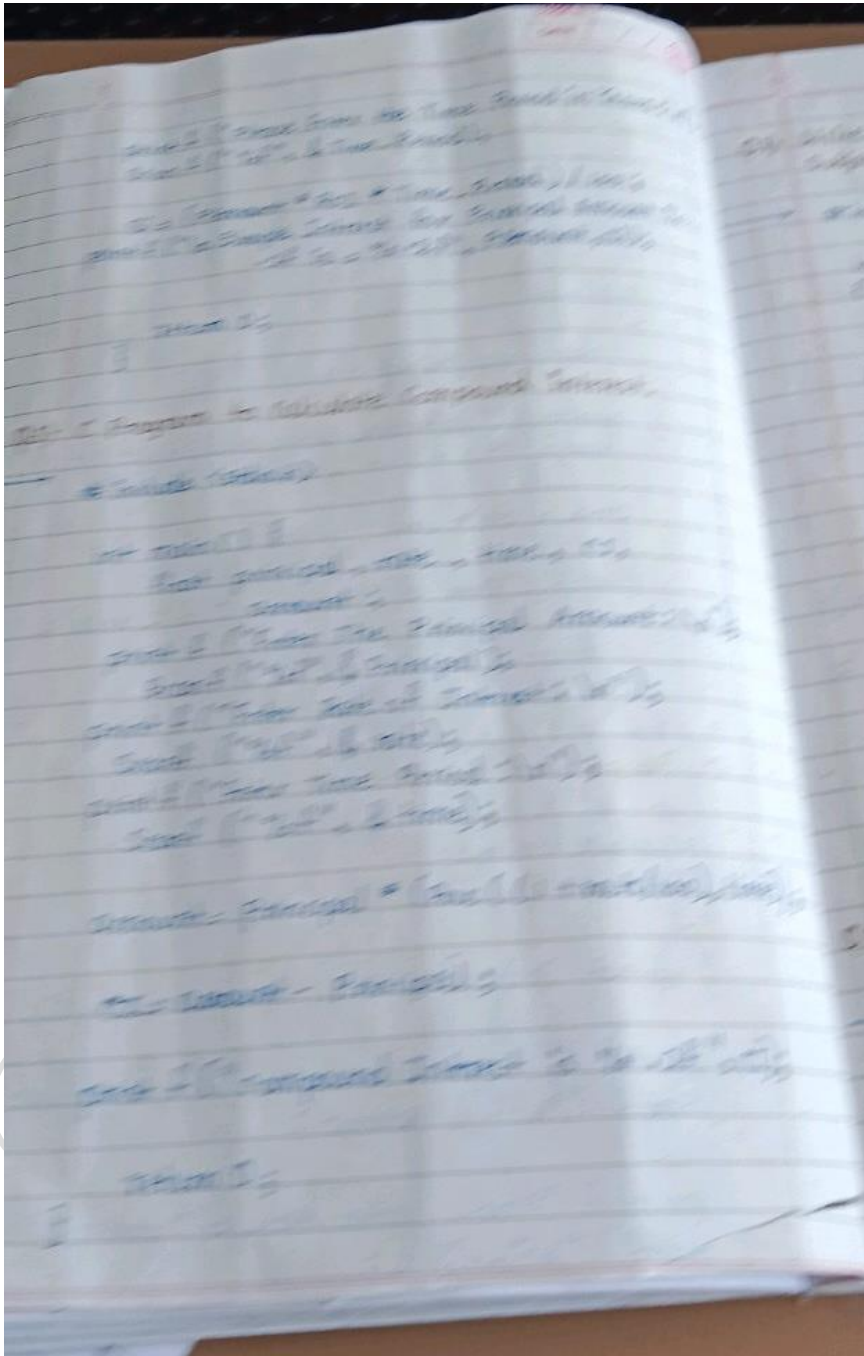


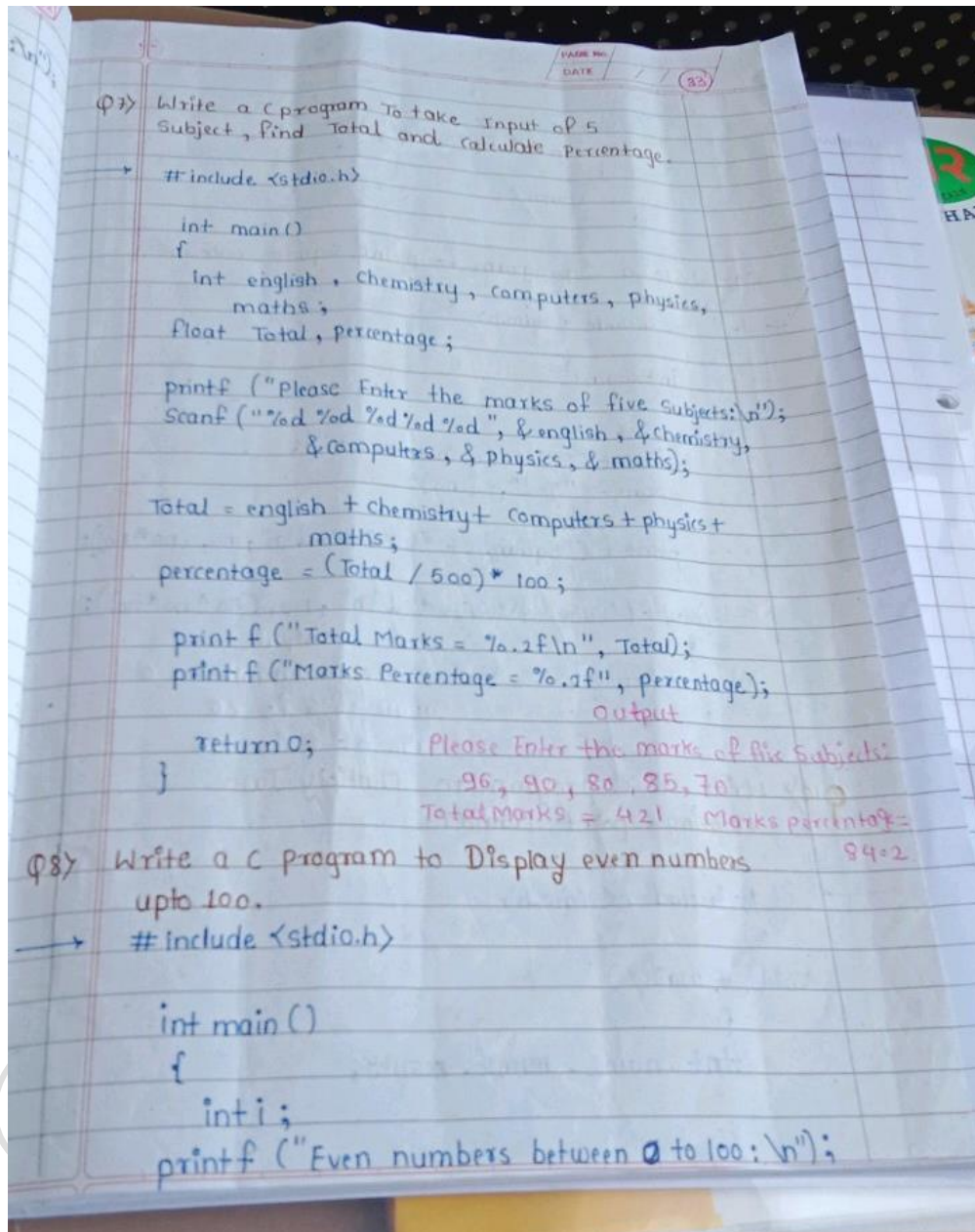


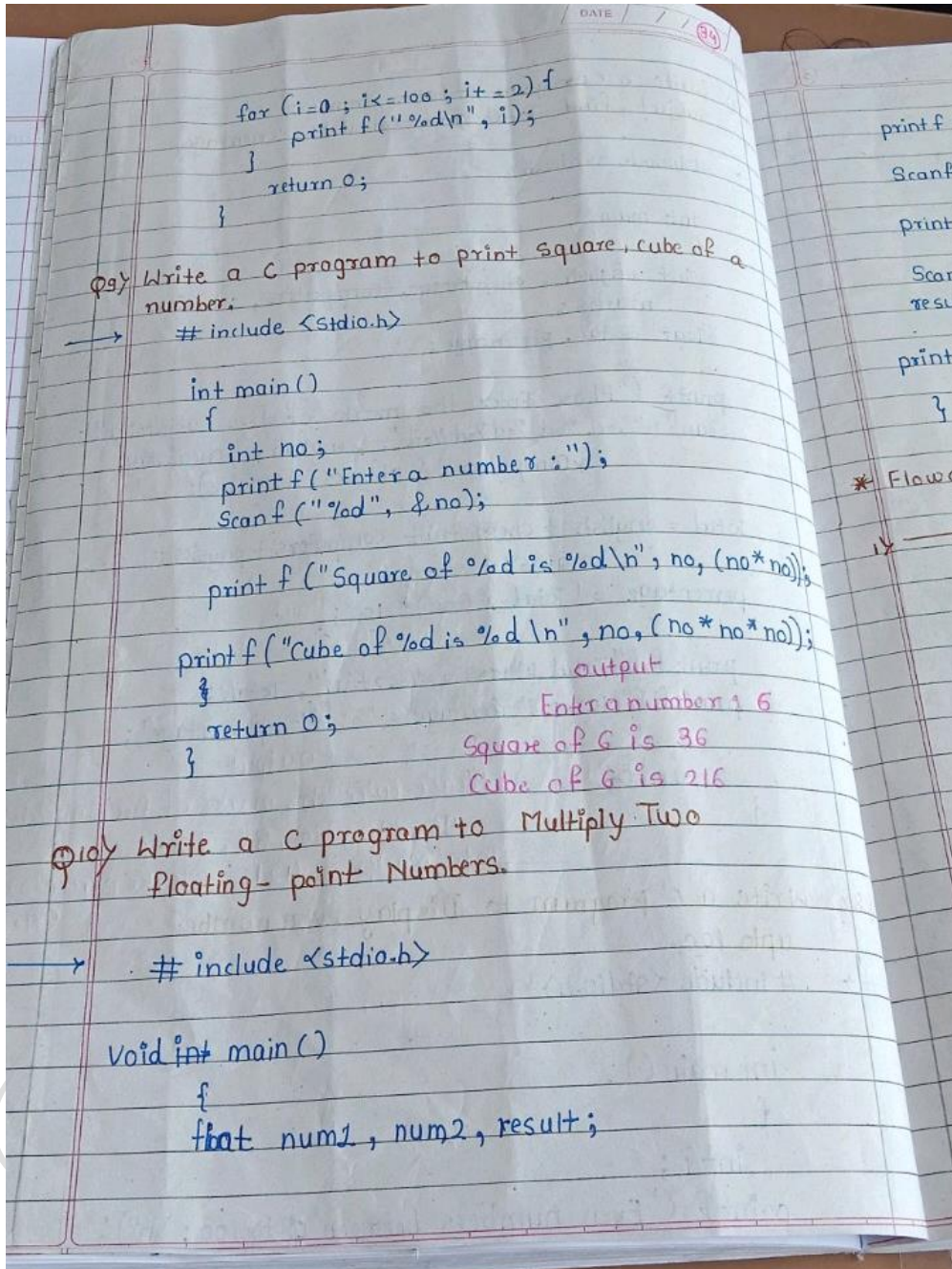












printf ("Enter the first number :");
 scanf ("%f", & num1);
 printf ("Enter the second number :");
 scanf ("%f", & num2);
 result = num1 * num2;
 printf ("The Multiplication Value is = %.2f", result);
 }

output
 Enter the first number: 2.0
 Enter the second number: 4.0
 The multiplication value is = 8.0

* Flowchart:-

```

graph TD
    Start([Start]) --> Declare[Declare variable num1, num2, num3, Sum & avg]
    Declare --> Input[/Input num1, num2, num3/]
    Input --> SumCalc[Sum ← num1 + num2 + num3]
    SumCalc --> AvgCalc[avg ← Sum / 3]
    AvgCalc --> SumOut[/Sum/]
    SumOut --> AvgOut[/avg/]
    AvgOut --> Stop([Stop])
    
```

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