

ASSIGNMENT - 1

Instruction: - Read and run the following programs 1 to 6. Write the programs from 7 to 10.

Program 1.

```
#include <stdio.h>
int main ()
{
    printf ("Programming is fun.\n");
    printf ("And programming in C is even more fun.\n");
    return 0;
}
```

Program 2.

```
#include <stdio.h>
int main (void)
{
    printf ("Testing...\n..1\n...2\n....3\n");
    return 0;
}
```

Program 3.

```
#include <stdio.h>
int main ()
{
    int sum;
    sum = 50 + 25;
    printf ("The sum of 50 and 25 is %d\n", sum);
    return 0;
}
```

Program 4.

```
#include <stdio.h>
int main ()
{
    int value1, value2, sum;
    value1 = 50;
    value2 = 25;
    sum = value1 + value2;
    printf ("The sum of %d and %d is %d\n", value1, value2, sum);
}
```

```
        return 0;
    }
```

Program 5.

```
#include <stdio.h>
int main (void)
{
    // Declare variables
    int value1, value2, sum;
    // Assign values and calculate their sum
    value1 = 50;
    value2 = 25;
    sum = value1 + value2;
    // Display the result
    printf ("The sum of %i and %i is %i\n", value1, value2, sum);
    return 0;
}
```

Program 6.

```
#include <stdio.h>
int main ()
{
    printf ("Testing...");
    printf ("....1");
    printf ("...2");
    printf ("..3");
    printf ("\n");
    return 0;
}
```

Program 7. Write a program that subtracts the value 15 from 87 and displays the result, together with an appropriate message, at the terminal.

Program 8. Let $x = 32$ and $y = 8$. Write a program that finds $x+y$, $x-y$, $x*y$, x/y and $-x$ and displays the result in different lines, together with an

appropriate message, at the terminal. (You are not allowed to any variable other x and y)

Program 9. Write a program to print a 3x3 matrix (with proper spaces and in matrix form) using a single printf statement. (Choose any values in the matrix)

Eg:- Your program should display something like this-

```
11 12 13
14 15 16
17 18 19
```

Program 10. Given a rectangle of length 5cms and breadth 7cms. Write a program to display area, perimeter and square of the length of the diagonal of the rectangle.