

Practical work _N° 03

Exercise N° 01:

Question 01: Write a C Program to add two integers and return their sum.

Question 02: Write a C program to accept two numbers from the user and calculate their sum, and then prints the result.

Exercise N° 02:

Question 01: Write a C program that adds two float numbers and one integer, and then prints the result.

Question 02: Write a C program to accept two float numbers and one integer from the user, and calculate their sum, and then prints the result.

Exercise N° 03:

Question 01: Write a C Program to multiply two integer numbers and return the result.

Question 02: Write a C Program to multiply three floating-Point numbers and return the result.

Question 03: What will be a C program to accept four (**integer/ float**) numbers from the user and multiply them?

Exercise N° 04:

Question 01: Write a C program that divides two numbers and displays the result.

Question 02: Write a program that **reads** two numbers and divides the first number by the second number and then displays the result. If division is **not possible** print "Division is not possible".

Exercise N° 05:

Question: Write a C program to perform **basic arithmetic operations** of two numbers. Numbers are assumed to be integers and will be entered by the user.

Exercise N° 06:

Question: Write a C program to convert temperature from degree fahrenheit to Celsius.

Note: The formula to convert a given temperature from Celsius scale to Fahrenheit scale is:

$$F = (9/5) * C + 32$$

Math Functions in C Standard Library

Function Name	Math Name	Value	Example
<code>abs(x)</code>	absolute value	$ x $	<code>abs(-1)</code> returns 1
<code>fabs(x)</code>	absolute value	$ x $	<code>fabs(-3.2)</code> returns 3.2
<code>pow(x, y)</code>	raise to the power	x^y	<code>pow(2.0, 3.0)</code> returns 8.0
<code>sqrt(x)</code>	square root	$x^{0.5}$	<code>sqrt(2.0)</code> returns 1.414...
<code>exp(x)</code>	exponential	e^x	<code>exp(1.0)</code> returns 2.718...
<code>log(x)</code>	natural logarithm	$\ln x$	<code>log(2.718...)</code> returns 1.0
<code>log10(x)</code>	common logarithm	$\log x$	<code>log10(100.0)</code> returns 2.0
<code>sin(x)</code>	sine	$\sin x$	<code>sin(3.14...)</code> returns 0.0
<code>cos(x)</code>	cosine	$\cos x$	<code>cos(3.14...)</code> returns -1.0
<code>tan(x)</code>	tangent	$\tan x$	<code>tan(3.14...)</code> returns 0.0
<code>ceil(x)</code>	ceiling	$\lceil x \rceil$	<code>ceil(2.5)</code> returns 3.0
<code>floor(x)</code>	floor	$\lfloor x \rfloor$	<code>floor(2.5)</code> returns 2.0