PRACTICAL 1

AIM : Basic data types and I/O operations programs

PROGRAM 1 : Program to print "Hello World".

```
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
printf("Hello World !");
getch();
}
```

OUTPUT :

```
Hello World !
```

PROGRAM 2 : Write a program to add two numbers

```
#include<stdio.h>
#include<conio.h>
void main()
{
int a,b,c;
clrscr();
printf("Enter Two Numbers\n");
scanf("%d %d",&a,&b);
c=a+b;
printf("Addition of numbers is : %d",c);
getch();
}
```

OUTPUT :

```
Enter Two Numbers
34
78
Addition of numbers is : 112
```

PROGRAM 3 : Write a program to find area of circle and find perimeter of a rectangle.

PROGRAM :

```c
#include<stdio.h>
#include<conio.h>
void main()
{
float a,r;
int p,l,b,pi=3.14;
clrscr();
printf("Enter radius of the circle\n");
scanf("%f",&r);
a=pi*r*r;
printf("Area of the circle is : %f\n",a);
printf("Enter length of the rectangle\n");
scanf("%d",&l);
printf("Enter breadth of the rectangle\n");
scanf("%d",&b);
p=2*(l+b);
printf("Perimeter of the rectangle is : %d",p);
getch();
}
```

OUTPUT :

```
Enter radius of the circle
7.5
Area of the circle is : 168.750000
Enter length of the rectangle
24
Enter breadth of the rectangle
12
Perimeter of the rectangle is : 72
```

PROGRAM 4 : Write a program to swap two numbers with and without using third variables

```c
#include<stdio.h>
#include<conio.h>
void main()
{
int a,b;
clrscr();
printf("Enter two numbers\n");
scanf("%d %d",&a,&b);
a=a+b;
b=a-b;
a=a-b;
printf("Numbers after Swapping are\n1.%d\n2.%d",a,b);
getch();
}
```

OUTPUT :

```
Enter two numbers
67
90
Numbers after Swapping are
1.90
2.67
```