



#include<stdio.h>

Source:
[http://
 www.trytoprogram
 .com/images](http://www.trytoprogram.com/images)

19CS103 PROGRAMMING FOR PROBLEM SOLVING - I

Hours Per Week :

L	T	P	C
3	-	4	5

Total Hours :

L	T	P	WA/RA	SSH/HSH	CS	SA	S	BS
45	-	60	5	30	5	20	5	5

COURSE DESCRIPTION AND OBJECTIVES:

This course is aimed to impart knowledge on basic concepts of C programming language and problem solving through programming. It covers basic structure of C program, data types, operators, decision making statements, loops, functions and static data structures. At the end of this course students will be able to design, implement, test and debug modular C programs.

COURSE OUTCOMES:

Upon completion of the course, the student will be able to achieve the following outcomes :

COs	Course Outcomes	POs
1	Understanding of how to write simple, but complete, C programs	3
2	Identification of suitable data type for operands and design of expressions having right precedence.	2
3	Application of decision making and iterative features of C Programming language effectively.	1
4	Selection of problem specific data structures and suitable accessing methods.	2
5	Design and development of non- recursive and recursive functions and their usage to build large modular programs.	3
6	Development of C programs that are understandable, debuggable, maintainable and more likely to work correctly in the first attempt.	3

SKILLS:

- ✓ Analysis of the problem to be solved.
- ✓ Design of algorithm/solution for a given problem.
- ✓ Identification of suitable data types for operands.
- ✓ Application of suitable control statements for decision making.
- ✓ Design of non-recursive and recursive functions to perform different tasks.
- ✓ Selection of static data structures for a given problem and manipulation of data items.
- ✓ Development of C programs that are understandable, debuggable, maintainable and more likely to work correctly in the first attempt.

UNIT - I

L- 9

INTRODUCTION TO ALGORITHMS AND PROGRAMMING LANGUAGES: Basics of algorithms; Flow charts; Generations of programming languages.

Introduction to C: Structure of a C program - pre-processor statement, inline comments, variable declaration statements, executable statements; C Tokens - C character set, identifiers and keywords, type qualifiers, type modifiers, variables, constants, punctuations and operators.

UNIT - II

L- 9

DATA TYPES AND OPERATORS: Basic data types; Storage classes; Scope of a variable; Formatted I/O; Reading and writing characters; Operators - assignment, arithmetic, relational, logical, bitwise, ternary, address, indirection, size of, dot, arrow, parentheses operators; Expressions - operator precedence, associative rules.

UNIT - III

L- 9

CONTROL STATEMENTS: Introduction to category of control statements; Conditional branching statements - if, if- else, nested-if, if – else ladder, switch case; Iterative statements - for, while, do - while, nested loops; Jump statements - break, jump, go to and continue.

UNIT - IV

L- 9

ARRAYS: Introduction; Types of arrays; Single dimensional array - declaration, initialization, usage, reading, writing, accessing, memory representation, operations; Multidimensional arrays.

UNIT - V

L- 9

FUNCTIONS: User-defined functions; Function declaration - definition, header of a function, body of a function, function invocation; Call by value; Call by address; Passing arrays to functions; Command line arguments; Recursion; Library Functions.

ACTIVITIES:

- o *Analysis of a given problem.*
- o *Design of algorithm/ solution.*
- o *Implementation (coding and unit testing) of algorithm.*
- o *System testing.*

LABORATORY EXPERIMENTS

LIST OF EXPERIMENTS

Total hours:60

Experiment 1:

- (a) Write a C program to display a simple text on the standard output device using puts ().
- (b) Every character holds an ASCII value (an integer number in the range of 0 to 255) rather than that character itself, which is referred to as ASCII value. Likewise, for a given input whether it is character or digit or special character or lower case or upper case letter, find corresponding ASCII value.

Example: ASCII value of 'A' is 65.

Experiment 2:

- (a) For the given Basic salary, compute DA, HRA and PF using the following criteria and find out the Net Salary of an Employee by deducting PF and IT.

$$DA = (\text{Basic salary} * 25) / 1000$$

$$HRA = (\text{Basic salary} * 15) / 100$$

$$\text{Gross salary} = \text{Basic salary} + DA + HRA$$

$$PF = \text{Gross salary} * 10/100$$

$$IT = \text{Gross salary} * 10/100$$

$$\text{Net Salary} = \text{Basic Salary} + \text{DA} + \text{HRA} - (PF + IT)$$

- (b) Write a C program to swap the two integers with and without using additional variable.

Example: Before swapping values of a =4, and b = 5 and after swapping a = 5, and b = 4.

Experiment 3:

- (a) Write a C program to check whether a given character is a vowel or consonant.

Hint: Read input from the user, and check whether it is an alphabet or not. If it is an alphabet, then check whether it is a vowel or a consonant. Otherwise display it is not an alphabet.

- (b) The marks obtained by a student in 'n' different subjects are given as an input by the user. Write a program that calculates the average marks of given 'n' subjects and display the grade. The student gets a grade as per the following rules:

Average	Grade
90-100	O
80-89	E
70-79	A
60-69	B
50-59	C
<50	F

Experiment 4:

- (a) Write a C program to find HCF and LCM of the given two numbers.

Hint: Highest Common Factor (HCF) is also known as the greatest common divisor (GCD).

Example: HCF of the 9, 24 is 3, and LCM is 72

- (b) Write a C Program to find the greatest factor of a given input other than itself.

Example: Consider, 30 is the given input, its greatest factor is 15.

Experiment 5:

- (a) Write a C program to check whether a given number is an Armstrong number or not.

Hint: An Armstrong number is a number which is equal to the sum of digits raise to the power total number of digits in the number.

Example: Consider the Armstrong numbers are: $0(0^1)$, $1(1^1)$, $2(2^1)$, $3(3^1)$, $153(1^3+5^3+3^3=153)$, $370(3^3+7^3+0^3)$, $407(4^3+0^3+7^3)$, etc.

- (b) Write a C Program to print the series of prime numbers in the given range.

Hint: The given number is prime if it is divisible only by one and itself.

Example: if the range is 5 and 15, return 5, 11 and 13 as the series of prime numbers in the given range.

Experiment 6:

- (a) Write a C Program to print Floyd triangle for the user given number of rows. If the user entered 4 rows, then the output follows:

```

1
2 3
4 5 6
7 8 9 10

```

- (b) Write a C Program to print the * for the given number of times in a rows to form a diamond shape. For the User Input 5, the output is

```

  *
 ***
*****
 ***
  *

```

- (c) Write a C Program to print Pascal triangle for the given number of rows. If the user entered 5 rows, then the output follows:

```

      1
     1 1
    1 2 1
   1 3 3 1
  1 4 6 4 1

```

Experiment 7:

- (a) Write a C Program to check whether the given number is a palindrome or not.

Hint: To check whether a number is a palindrome or not, reverse the given number and compare the reversed number with the given number, if both are same then the number is palindrome otherwise not.

Example: Given Number = 121, Reversed number = 121. Hence, given number is palindrome.

- (b) Write a C Program to calculate sum of the individual digits for the given number.

Hint: To find the sum of the digits of a given number, use modulus operator (%) to extract individual digits of a number and keep on adding them.

Example: Given number is 9875. Sum of the given number "9875" is $9+8+7+5 = 29$

Experiment 8:

Write a program to search for a given number in the given list of numbers.

Example: Read set of numbers $L=\{2,4,6,1\}$. Search whether 4 is present in the given list or not.

Experiment 9:

Write a program to perform the following operations on a given list of elements.

- (a) Insert the given element at the beginning of the list and at the end of the list.

Example: The given list is $L=\{1,2,3,8\}$. Insert '0' at the beginning of the list and at the end of the list. Hence the resultant list is $L=\{0,1,2,3,8,0\}$

- (b) Delete an element at the beginning of the list and at the end of the list.

Example: The given list is $L=\{1,2,3,8\}$. Delete an element at the beginning of the list and at the end of the list. Hence the resultant list is $L=\{2,3\}$

Experiment 10:

Write a C program to perform the following operations on a list.

- (a) Find the maximum or the largest element in a given list.
 (b) Find the minimum or the smallest element in a given list.

Hint: Choose one dimensional array data structure.

Experiment 11:

Write a C program for the following:

- (a) Calculate and print the sum of the elements in a one dimensional array, keeping in mind that some of those integers may be quite large.

Input Format:

- The first line of the input consists of number of data items in the array.
- The next line contains n space-separated integers contained in the array and print the sum of the elements in the array.

Example:

Enter 4 integers: 1000000001 1000000002 1000000003 1000000004. The sum of the given list is: 4000000010

- (b) Write a program to reverse the given list, of size n .

Example: If the list, $L=[1,2,3]$, after reversing it, the list should be, $L=[3,2,1]$

Experiment 12:

Write a C program to perform addition, subtraction, multiplication operations on the two given matrices using functions.

Experiment 13:

Consider the below code segment which allows local and global variables. Find the local and global variables in this code segment. Write the output of this code segment.

```
#include<stdio.h>

int i;

void main()
{
    int j=60;
    i=50;
    f(i,j);
    printf("i=%d j=%d ", i,j);
}

f(int x, int y)
{
    i=100;
    x=10;
    y=y+i;
}
```

Experiment 14:

- (a) Write a C program to compute the factorial of a given number using recursion.

Hint: Factorial is represented using '!' and it is calculated as $n! = n*(n-1)*(n-2)*...*3*2*1$. As a function $factorial(n)=n*factorial(n-1)$. Note: $0!=1$.

- (b) Write a C program to swap two numbers using call by value and call by reference.

Experiment 15:

Write a C program that accepts a decimal number and outputs the binary representation of that number using user defined function.

Hint: Use the available built in functions if necessary.

Example: Enter the decimal number: 5. The binary representation for 5 is: 101

TEXT BOOKS :

1. Behrouz A. Forouzan, Richard F. Gilberg, "Programming for Problem Solving", 1st edition, Cengage publications, 2019.
2. Ajay Mittal, "Programming in C - A practical Approach", 1st edition, Pearson Education, India, 2010.

REFERENCE BOOKS:

1. Reema Thareja, "Computer Fundamentals and Programming in C", 1st edition, Oxford University Press, India, 2013.
2. Herbert Schildt, "C: The Complete Reference", 4th edition, Tata McGraw-Hill, 2017.
3. Byron S Gottfried, "Programming with C", 4th edition, Tata McGraw-Hill, 2018.