# **Programming in C**

Duration time: 90 minutes

## Introduction

#### Requirements

- Variables, datatypes.
- Loops.
- Conditional statements.

# **Exercise 1**

Write a C program to print the following line as shown below:

```
Welcome!
You are able to test your skill of writing C code here.
```

# Exercise 2

Write a C program to declare two integer and one float variables then initialize them to 10, 15, and 12.6. It then prints these values on the screen.

# Exercise 3

Write a C program to prompt the user to input her/his age and print it on the screen, as shown below.

Please enter your age: 20Your age is 20 years old.

# **Exercise 4**

Write a C program to prompt the user to input 3 integer values and print these values in forward and reversed order, as shown below.

Please enter your 3 numbers: 12 45 78 Your numbers forward: 12 45 78 Your numbers reversed: 78

4	5
1	2

#### **Exercise 5**

Write C code to produce the output as shown below:

Results:				
x value	y value		expressions	results
10	5		x=y+3	x=8
10	5		x=y-2	x=3
10	5		x=y*5	x=25
10	5		x=x/y	x=2
10	5	1	x=x%y	x=0

#### **Exercise 6**

Write C code to generate the results as shown below:

Quiz Total:		256
Mid-term :		80
Final	:	89

..... Total: 425

## Exercise 7

Given the following pseudo code, write a program that executes it.

a. read x

b. read y

- c. compute p=x\*y
- d. compute s=x+y
- e. total=s2+p\*(s-x)\*(p+y)
- f. print

## **Exercise 8**

Write a C code that prompts the user to input tree integer values and find the greatest value of the three values.

Enter 3 integer vales separated by space: <u>10 15 20</u> The greatest value is: 20

## **Exercise 9**

Write a program that determines a student's grade. The program will read three scores and determine the grade based on the following rules:

-if the average score =90% =>grade=A -if the average score >= 70% and <90% => grade=B -if the average score>=50% and <70% =>grade=C -if the average score<50% =>grade=F

# **Exercise 10**

The program will prompt the user to input the values of a, b, and c. It then computes the real roots of the equation based on the following rules:

-if a and b are zero=> no solution -if a is zero=>one root (-c/b) -if b<sup>2</sup>-4ac is negative=>no roots -Otherwise=> two roots The roots can be computed using the following formula:  $x_1$ =-b+(b<sup>2</sup>-4ac)<sup>1/2</sup>/2a  $x_2$ =-b-(b<sup>2</sup>-4ac)<sup>1/2</sup>/2a

## **Exercise 11**

Write a C program that will print the following pattern:

```
******
*****
```

```
****
***
**
*
```

## **Exercise 12**

Write a C program that will print the following pattern:

1\*\*\*\*\* 12\*\*\*\* 123\*\*\* 1234\*\*\* 12345\*\* 123456\* 1234567

## **Exercise 13**

Write a C program that will print the patters as shown below:

## **Exercise 14**

Write a C program that will ask the user to input n positive numbers. The program will terminate if one of those number is not positive.