**Basic:-**

1. Write a program to

a. Accept a number and print the number in character, decimal, octal and hex formats. (Scanf in %d)

b. Accept a character and point the character in character, decimal, octal and hex formats. (Scanf in %c)

2. Write a program to display ASCII values for '\n','\r','\t','\a','\0'.

3. Write a program to accept two numbers and calculate

a. Sum of the two numbers.

b. Difference of the two numbers.

c. Product of the numbers.

Test the program using different integral data type signed/unsigned char/int/long.

4. Accept the number from user and print the table of that number
Input: scanf the number 9

Output: 9x1=9
9x2=18 …….

5. Write a program to accept three integer numbers and find its average.

(Type casting) average is float

6. Write a program to convert temperature in Celsius to Fahrenheit and Vice- versa

C = 5/9 \*(F-32)

Input: temperature in Celsius Output: in Fahrenheit

7. Write a program to accept runs and matches of player and find its average. (Type cast). Runs and matches as integer and average in float.

8. Write a Program to accept the radius and calculate area and perimeter of circle (All Float)

9. Write a program to accept 4 digit number and

a. display face value of each decimal digit in forward order place.

b. display face value of each decimal digit in reverse order place.

c. display place value of each decimal digit. If input is 9631

a.1 3 6 9

b 9 6 3 1

c9631= 1 +30 + 600+ 9000

10. Write a program to swap two numbers using third variable.

11. Write a program to swap two numbers without using third variable.

**I. Arithmetic Operators**

1.Write a program to perform the division of two numbers. Take input from user. Find the quotient (using ‘/’ operator) and remainder using (‘%’ operator).

2.Accept the 4 digit integer. Extract the individual digits (using % and / operator)

**II. Short-hand Operators**

3.Find the Arithmetic series

Series: 1 + 3 + 5 + 7 + 9 + ………

**III. Relational Operators**

4.Accept the two integers from user (scanf).

Compare the two numbers using >, >=, <=, = = and != operators

Observe the output whether it is 0 or 1 for different Inputs.

**IV. Logical Operators**

5.Accept the two integers from user (scanf).

Do logical operations using &&, || and ! Operators Observe the output whether it is 0 or 1 for different Inputs.

**V. Bitwise Operators**

6.Accept the two integers from user (scanf).

Do bitwise operations using &, |, ^ and ~ Operators.

Observe the output in HEX %x format and analyze the result.

7.Accept the integer from user

Left << shift the number by 2
Right Shift >> the number by 2
Observe the output.

**VI.TernaryOperator ?**Find the maximum of two numbers.

Find the minimum of two numbers.