



# GOVT CO-ED POLYTECHNIC

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## LAB MANUAL

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*2000463(022) – Computer Programming &  
Basic Networking (Lab)*

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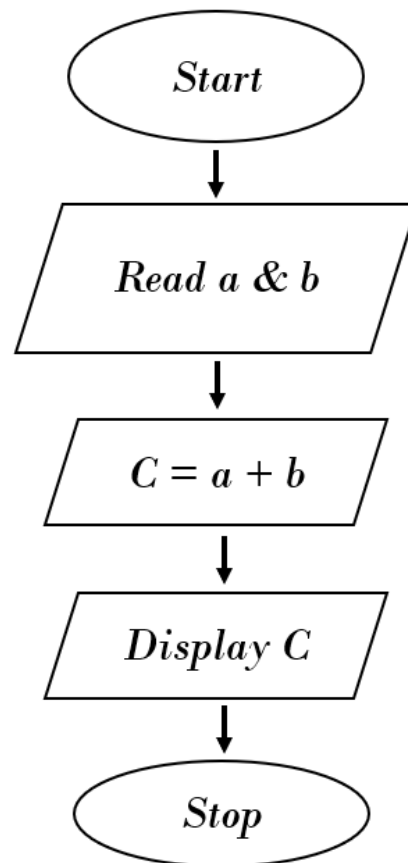
## Experiment No: 1

**AIM:** Write an algorithm and draw a flowchart for addition of two numbers.

### Algorithm:

- Step 1: Start.
- Step 2: Declare a, b and C.
- Step 3: Read a and b.
- Step 4:  $C = a + b$ .
- Step 5: Display C.
- Step 6: Stop.

### Flowchart:



### Result:

Thus, the algorithm for addition of two numbers along with its flowchart has been drawn successfully.

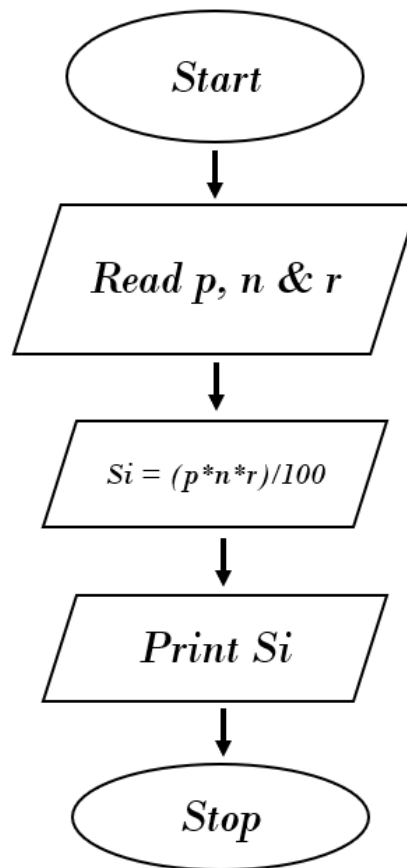
## Experiment No: 2

**AIM:** Write an algorithm and draw a flowchart for calculating simple interest.

### Algorithm:

- Step 1: Start.
- Step 2: Declare P, n, r, Si.
- Step 3: Read P, n and r.
- Step 4:  $Si = (P*n*r)/100$ .
- Step 5: Display Si.
- Step 6: Stop.

### Flowchart:



### Result:

Thus, the algorithm for calculating simple interest along with its flowchart has been drawn successfully.

## Experiment No: 3

**AIM:** Write a program in 'C' to display a simple message using *printf()* function.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the algorithm using keyboard.
- Step 4: Press *Alt + C* to compile the algorithm are correct or not.
- Step 5: Find the error in algorithm if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
# include <stdio.h>

# include<conio.h>

void main()

{ clrscr();

    printf("Hello World...");

    getch();

}
```

### Result:

Thus, a program in 'C' to display a simple message using *printf()* function, has been compiled successfully.

## Experiment No: 4

**AIM:** Write a program to find ASCII value of a character using input/output function.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the *C++* code given below using keyboard.
- Step 4: Press *Alt + C* to compile the code if its correct or not.
- Step 5: Correct the syntax in code if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
# include <stdio.h>

# include<conio.h>

int main()
{ clrscr();
  char ch;
  printf("Enter a character : ");
  scanf("%C", &ch);
  i = ch;
  printf("ASCII value of %C = %d",ch,i);
  getch();
  return (0);
}
```

### Result:

Thus, we found out the value of A = 65 using a program meant to find ASCII value of a character.

## Experiment No: 5

**AIM:** Write a program in 'C' for solving quadratic equation using *if...else* statement.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the *C++* code given below using keyboard.
- Step 4: Press *Alt + C* to compile the code if its correct or not.
- Step 5: Correct the syntax in code if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
# include <stdio.h>
# include <conio.h>
main()
{ clrscr();
  float a, b, c, r1, r2, d;
  printf("\nEnter the value of a b and c : \n");
  scanf("%f%f%f", &a,&b,&c);
  d = b*b - 4*a*c;
  if (d > 0)
  { r1 = -b+sqrt(d)/(2*a);
    r2 = -b-sqrt(d)/(2*a);
    printf("\nThe real roots : %f\n%f",r1,r2);
  }
  else if (d == 0)
  { r1 = -b/(2*a); r2 = -b/(2*a);
    printf("\nThe roots are real & equal : f\n%f",r1,r2);
  }
  else
  { printf("\nThe roots are imaginary");
  }
  getch();
  return (0);
}
```

### Result:

Thus, solving quadratic equation using *if...else* statement in 'C' has been performed successfully.

## Experiment No: 6

**AIM:** Write a program to find the grade of a student using nested *if...else* statement.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the *C++* code given below using keyboard.
- Step 4: Press *Alt + C* to compile the code if its correct or not.
- Step 5: Correct the syntax in code if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
# include <stdio.h>
# include <conio.h>
main()
{ clrscr();
  int n = 0;
  printf("\nEnter the marks of student : \n");
  scanf("%d", &n);

  if (n > 89)
    printf("O");
  else if (n > 79)
    printf("E");
  else if (n > 69)
    printf("A");
  else if (n > 59)
    printf("B");
  else if (n > 49)
    printf("C");
  else if (n < 39)
    printf("F");

  getch();
  return (0);
}
```

### Result:

Thus, a program to find the grade of a student using nested *if...else* statement has been compiled successfully.



## Experiment No: 7

**AIM:** Write a program to calculate sum of first 'N' natural numbers using while loop.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the *C++* code given below using keyboard.
- Step 4: Press *Alt + C* to compile the code if its correct or not.
- Step 5: Correct the syntax in code if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
#include <stdio.h>
#include <conio.h>
void main()
{ clrscr();
  int num, i, sum = 0; // Initialize & declare the local variable
  printf("\nEnter a positive number : \n");
  scanf("%d", &num); // the number up to which the sum is required
  i = 0;
  while(i <= num) // define while loop and I should be less than num
  { sum = sum + i; // store the sum of natural number.
    i++; // increment i by 1.
  }
  printf("\nSum of first %d natural number is : %d", num, sum);
  getch();
}
```

### Result:

Thus, a program to calculate sum of first 'N' natural numbers using while loop has been compiled successfully.

## Experiment No: 8

**AIM:** Write a program in 'C' to check a given number is prime or not using loop with break statement.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the *C++* code given below using keyboard.
- Step 4: Press *Alt + C* to compile the code if its correct or not.
- Step 5: Correct the syntax in code if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
# include <stdio.h>
# include <conio.h>
int main()
{ clrscr();
  int number, i, count = 0; // Initialize & declare the local variable
  printf("\nEnter any positive number to check : \n");
  scanf("%d", &number);

  for ( i = 2; i <= number/2; i++ )
  {
    if (number % i == 0)
    { count++;
      break;
    }
  }
  if (count == 0 && number != 1)
  { printf("\n%d is a Prime Number\n", number);
  }
  else
  { printf("\n%d is not a Prime Number\n", number);
  }

  getch();
  return(0);
}
```

### Result:

Thus, a program to check a given number is prime or not using loop with break statement has been compiled successfully.

## Experiment No: 9

**AIM:** Writes a program in 'C' to find Fibonacci series using for loop.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the *C++* code given below using keyboard.
- Step 4: Press *Alt + C* to compile the code if its correct or not.
- Step 5: Correct the syntax in code if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
# include <stdio.h>
# include <conio.h>
void main()
{ clrscr();
  int a=0, b=1, c, n, i;
  printf("\nEnter the number of terms : \n");
  scanf("%d", &n);
  printf("Fibonacci Series : \n");

  for ( i = 1; i <= n; i++ )
  {
    printf ("%d",a)
    c = a + b;
    a = b;
    b = c;
  }
  getch();
}
```

### Result:

Thus, a program in 'C' to find Fibonacci series using for loop has been compiled successfully.

## Experiment No: 10

**AIM:** Write a program in 'C' to calculate sum of two numbers using user defined function.

### Algorithm:

- Step 1: Open program *turboC++*.
- Step 2: Press *Alt + F* & then press *New* (to open the new file or program page).
- Step 3: Write the *C++* code given below using keyboard.
- Step 4: Press *Alt + C* to compile the code if its correct or not.
- Step 5: Correct the syntax in code if compilation shows *error signal*.
- Step 6: Press *Alt + R* to run the program.

### C++ Code:

```
# include <stdio.h>
# include <conio.h>
int Add(int a, int b)
    {int x; x = a + b; return x;
    }
int main()
{ clrscr();
  int n1, n2, sum = 0;
  printf("\nEnter the two numbers whose sum is required : \n");
  scanf("%d%d", &n1,&n2);

  sum = Add(n1,n2);
  printf("Addition of two numbers is : %d\n",sum);

  return(0);
}
```

### Result:

Thus, a program in 'C' to calculate sum of two numbers using user defined function has been compiled successfully.

## **Dos & Don'ts in the Computer Lab**

<b>Dos</b>	<b>Don'ts</b>
<ul style="list-style-type: none"><li>• Enter/exit lab quietly.</li><li>• Raise your hand before asking any doubt.</li><li>• Always have a clean &amp; dry hand.</li><li>• Touch keyboard &amp; mouse gently.</li><li>• Keep your work space clean.</li><li>• Search only approved websites</li></ul>	<ul style="list-style-type: none"><li>• No food or drinks in the lab.</li><li>• Do not mark on any part of computer.</li><li>• Do not change any key settings of computer.</li><li>• No magnets allowed in computer lab</li><li>• Do not pull any cable/cord of any system. Ask teacher before taking any printout.</li></ul>