

LIST OF EXPERIMENTS

CYCLE - 1	
Exp. No.	<u>Ex-1</u> : a) Area of triangle when sides are given b) Typecasting (c) Interchanging of 2 variables
1.1	<u>Ex-2</u> : a) Read lowercase and convert into uppercase b) find max of 2 values using conditional operator
1.2	(c) Calculate area and perimeter of circle.
1.3	<u>Ex-3</u> : (a) program to find roots of quadratic equation (b) find the largest of 3 numbers
1.4	(c) Calculate the grade of student
1.5	<u>Ex-4</u> : (a) Mathematical operators using switch case (b) Read number and display in reverse
1.6	(c) checking for Armstrong's property.
1.7	<u>Ex-5</u> : (a) generate Fibonacci Series (b) generate prime numbers (c) to display the pattern like right angle pattern
1.8	<u>Ex-6</u> : Implement Flow using arrays. (a) Insert and delete
1.9	(b) Linear Search (c) Bubble sort
1.10	<u>Ex-7</u> : (a) Matrix addition (b) Matrix multiplication (c) String handling functions.
CYCLE - 2	
Exp. No.	<u>Ex-8</u> : Implement using DMA function (a) find the sum and avg of list of elements
2.1	(b) call by reference and call by value.
2.2	<u>Ex-9</u> : Implement program using recursive methods
2.3	<u>Ex-10</u> : (c) factorial using (i) recursion and (ii) non-recursion (b) gcd using recursion and non-recursion
2.4	(c) to count the digit of a given number
2.5	<u>Ex-11</u> : Implementation of array & structure (a) Declaration of union
2.6	<u>Ex-12</u> : copy of contents of one file into another
2.7	(b) Copy the no. of characters (words) & lines in a file.
2.8	
2.9	
2.10	

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