



ME 172

Computer Programming Language Sessional

Lecture 4

**Arithmetic Operator
Test
math.h**



Arithmetic Operator

C supports all basic arithmetic operations. The operators are –

Operator	Name	Example	Example Result
+	Addition	11 + 51	62
–	Subtraction	34 – 27	7
/	Division	10/3	3.333333
*	Multiplication	10*3	30
%	Modulus	10%3	1

The Modulus (%) operator

$a\%b$ returns the REMAINDER that occurs after performing a/b .

For this operator, a and b MUST be integers!



ASSIGNMENT OPERATOR

The basic assignment operator is (=)

Operand= Expression;

Where the left operand gets the value of the expression on the right.

`a=3;` this is also an assignment operator

`x=x+3;`

Problem 1

- Write a C program that will take input your **student id**, **cgpa** and **equivalent grade** from keyboard and will display the output in the following format

My student id 201010001

My cgpa 3.99

Which Equivalent to A

- Write a C program that will take input your **student id**, **grade** and **cgpa** from keyboard and will display the output in the following format

My student id 201010001

My grade is A

And my cgpa is 3.76

Problem 2

1. Write a C program that will take input **4321.56789** from keyboard and will display the output in the following format

Input Number is 4321.56789

Formatted Output is 4321.57

2. Write a C program that will take input **976** from keyboard and will display the output in the following format

0	0	0	9	7	6
---	---	---	---	---	---

9	7	6			
---	---	---	--	--	--

Problem 3

1. Write a C program that will take input **for x & y** from keyboard and will display the **value** of the following expression

$$9x + 7xy + 2y + 8$$

2. Write a C program that will ask the user to enter two numbers, obtains them from the keyboard and prints their product and remainder.



Problem 4

Write a C program that will take input **radius** of a **circle** from keyboard and will display the output in the following format

Area of the circle is 19.63

Perimeter of the circle is 15.71



All about
<math.h> C standard
library



sqrt()

```
double sqrt(double x);
```

```
#include <math.h>
```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    double x = 4.0, result;
```

```
    result = sqrt(x);
```

```
    printf("The square root of %lf is %lf\n", x, result);
```

```
    return 0;
```

```
}
```



pow()

```
double pow(double x, double y);
```

```
#include<stdio.h>
```

```
#include<math.h>
```

```
void main()
```

```
{
```

```
printf ("2 ^ 8 = %lf\n", pow (2.0,8));
```

```
}
```

Output of the pow example program above:

```
2 ^ 8 = 256.000000
```

fabs()

double fabs(double x);

- calculate the absolute value of a floating-point number

```
#include<stdio.h>
```

```
#include<math.h>
```

```
void main()
```


```
{
```

```
    printf ("Absolute value of -3.51 is %lf\n", fabs(-3.51));
```

```
}
```

Output of the fabs example program above:

Absolute value of -3.51 is 3.510000



abs()

```
double/int abs(double/int x);
```

-gets the absolute value of an integer

```
#include <stdio.h>
```

```
#include <math.h>
```

```
int main(void)
```


```
{
```

```
    int num = -1234;
```

```
    printf("number: %d absolute value: %d\n", num, abs(num));
```

```
    return 0;
```

```
}
```



sin(), cos(), tan()

```
double sin(double x);
```

```
#include <stdio.h>
```

```
#include <math.h>
```

```
void main(void)
```

```
{
```

```
    double result , x = 0.5;
```

```
    result = sin(x);
```

```
    printf("The sin of %lf is %lf\n", x, result);
```

```
}
```

That's all about today.....



T H A N K
Y O U