

```

1  #include <stdio.h>
2  int main()
3  {
4      int a = 1343;
5      int b;
6      int c;
7      int d;
8      int e;
9
10     printf ("1343 days in years, weeks and days: \n");
11     b = 1343/365;
12     printf ("%d years\n", b);
13     c = 1343%365;
14     d = c/7;
15     printf ("%d weeks\n", d);
16     e = c%7;
17     printf ("%d days", e);
18 }

```

```

1  #include <stdio.h>
2  #include <math.h>
3  #include <stdlib.h>
4  int main()
5  {
6      double x1, x2;
7      double y1, y2;
8      double distance;
9      double a;
10
11     printf("Input x1: ");
12     scanf("%f", &x1);
13
14     printf("Input x1: ");
15     scanf("%f", &x2);
16
17     printf("Input y1: ");
18     scanf("%f", &y1);
19
20     printf("Input y1: ");
21     scanf("%f", &y2);
22
23     a = ((x2 - x1),2 + (y2 - y1),2);
24     distance = sqrt (a);
25
26     printf("Distance between the given points is: %f", distance);
27 }

```

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <math.h>
4  int main()
5  {
6      float a,b,c;
7      float perimeter;
8
9      printf("Input the three values: \n");
10     scanf("%f%f%f", &a, &b, &c);
11
12
13     if ((a+b > c) && (a+c > b) && (b+c > a))
14     {
15         printf("A triangle can be formed");
16     }
17
18     else
19     {
20         printf("A triangle cannot be formed");
21     }
22     perimeter = a+b+c;
23     printf("The perimeter is: %f", perimeter);
24 }

```

```

1
2 #include <stdio.h>
3 int main()
4 {
5     int age;
6     int cnt1=0, cnt2=0, cnt3=0;
7     int count = 0;
8
9     while(count<20)
10    {
11        printf("Enter age of person [%d]: ", count+1);
12        scanf("%d", &age);
13
14        if(age>=0 && age <=5)
15        {
16            cnt1++;
17        }
18
19        else if(age>=6 && age<=17)
20        {
21            cnt2++;
22        }
23
24        else
25        {
26            cnt3++;
27        }
28
29        count++;
30    }
31
32    printf("Baby age: %d\n", cnt1);
33    printf("School age: %d\n", cnt2);
34    printf("Adult age: %d\n", cnt3);
35 }

```

```

1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <time.h>
4
5 int main()
6 {
7     int random1=0, count=0, a, stime, ltime;
8
9     ltime = time(NULL);
10    stime = (unsigned) ltime/2;
11    srand(stime);
12
13    random1=rand()%100;
14
15    while(1)
16    {
17        count+=1;
18
19        printf("\n\nGuess a number from '0' to '100': ");
20        scanf("%d", &a);
21
22        if (random1==a)
23        {
24            printf("Congratulations, you guessed the number correctly.");
25            break;
26        }
27
28        else if (random1<a)
29        {
30            printf("Guessed number is greater than randomly generated number.");
31        }
32
33        else if (random1>a)
34        {
35            printf("Guessed number is less than randomly generated number.");
36        }
37
38        if (count==7)
39        {
40            printf("\nGame over! You've reached the maximum allowed attempts");
41            break;
42        }
43    }
44 }

```