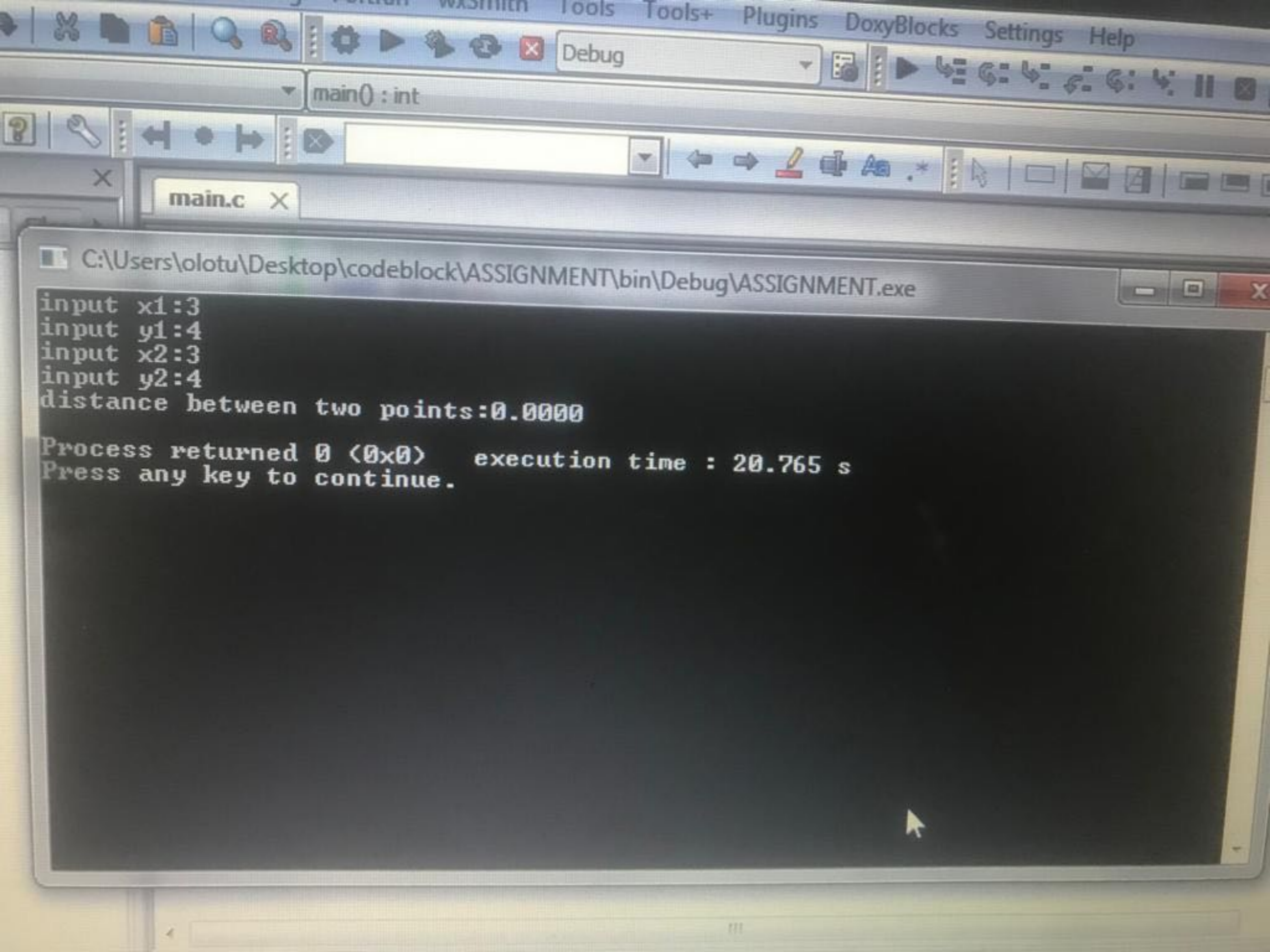


```
1 #include <stdio.h>
2 int main()
3 {
4     int people=1, age, babage=0, adulage=0, schoolage=0;
5
6     printf("Enter age \n\n");
7
8     while (people<=20)
9     {
10         scanf("%d", &age);
11
12         if (age<5)
13         {
14             babage=babage+age;
15         }
16         else if (age>17)
17         {
18             adulage=adulage+age;
19         }
20         else
21         {
22             schoolage=schoolage+age;
23         }
24         people++;
25     }
26     printf("\n Total baby age is %d", babage);
27     printf("\n Total school age is %d", schoolage);
28     printf("\n Total adult age is %d", adulage);
29 }
30
```



```
input x1:3  
input y1:4  
input x2:3  
input y2:4
```

```
distance between two points:0.0000
```

```
Process returned 0 (0x0) execution time : 20.765 s  
Press any key to continue.
```

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

```
int main()
```

```
{
```

```
    float x1, y1, x2, y2, gdistance;
```

```
    printf("input x1:");
```

```
    scanf("%f", &x1);
```

```
    printf("input y1:");
```

```
    scanf("%f", &y1);
```

```
    printf("input x2:");
```

```
    scanf("%f", &x2);
```

```
    printf("input y2:");
```

```
    scanf("%f", &y2);
```

```
    gdistance = ((x2-x1)*(x2-x1) + (y2-y1)*(y2-y1));
```

```
    printf("distance between two points: %.4f", sqrt(gdistance));
```

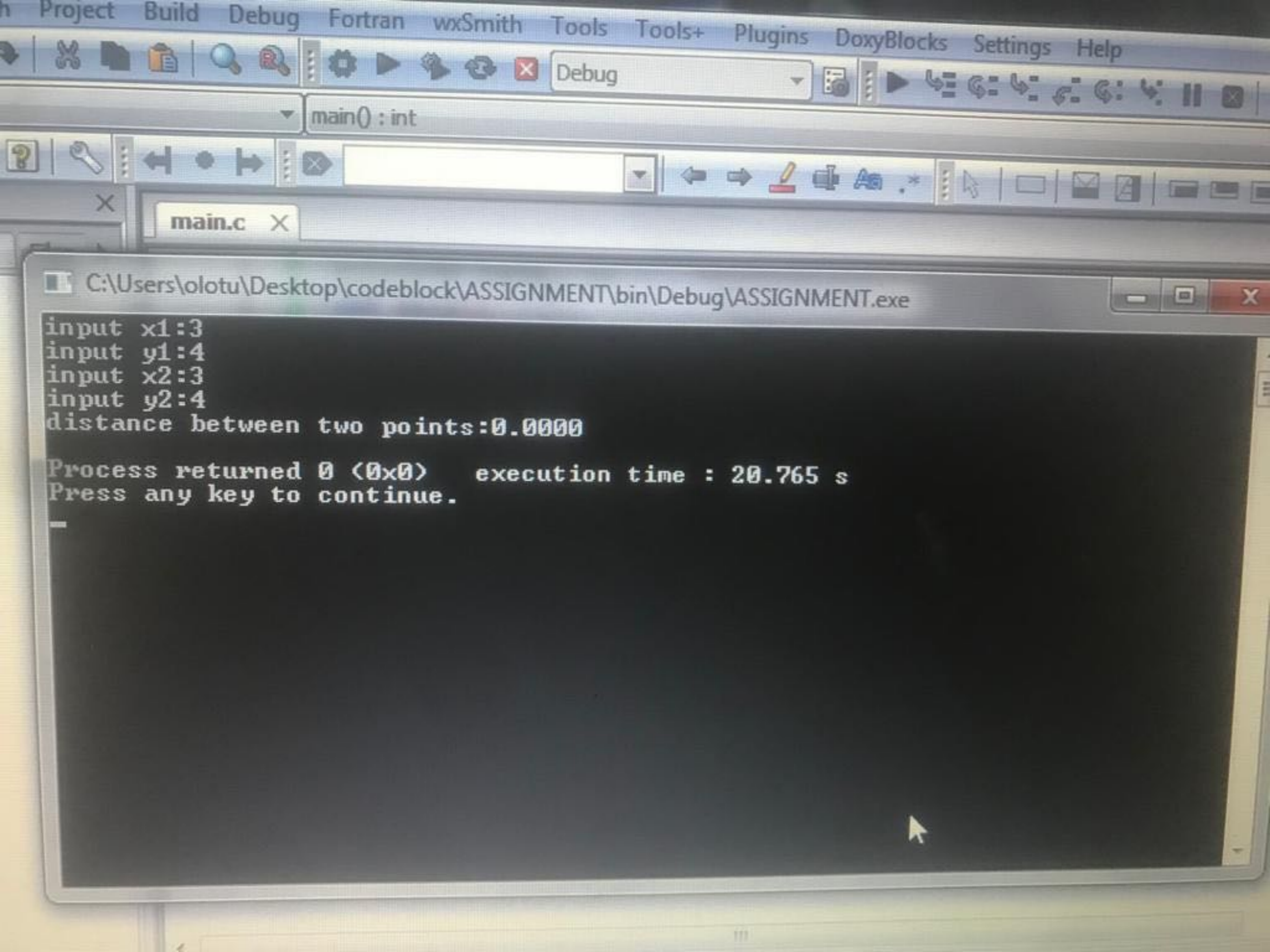
```
    printf("\n");
```

```
    return 0;
```

```
}
```

```
#include<stdio.h>
int main()
{
float a,b,c,perimeter;
printf("enter the length of side, a\n");
scanf("%f",&a);
printf("enter the length of side, b\n");
scanf("%f",&b);
printf("enter the length of side, c\n");
scanf("%f",&c);
if(a-b>c&&a+c>b&&c+b>a);
{
    perimeter=a+b+c;
    printf("the values of the triangle are valid,\n");
    printf("the perimeter of the triangle is %.2f",peremeter);
}
else
{
    printf("the values of the triangle are invalid");
}
}
```

```
1  #include <stdio.h>
2  int main()
3  {
4      int nodays, weeks, years, days;
5      printf("Enter the total days\n");
6      scanf("%d", &nodays);
7      years=nodays/365;
8      weeks=(nodays%365)/7;
9      days=(nodays%365)%7;
10     printf("years:%d\n", years);
11     printf("weeks:%d\n", weeks);
12     printf("days:%d\n", days);
13
14     return 0;
15 }
16
```



```
input x1:3  
input y1:4  
input x2:3  
input y2:4
```

```
distance between two points:0.0000
```

```
Process returned 0 (0x0) execution time : 20.765 s  
Press any key to continue.
```

```
#include<stdio.h>
int main()
{
float a,b,c,perimeter;
printf("enter the length of side, a\n");
scanf("%f",&a);
printf("enter the length of side, b\n");
scanf("%f",&b);
printf("enter the length of side, c\n");
scanf("%f",&c);
if(a-b>c&&a+c>b&&c+b>a);
{
    perimeter=a+b+c;
    printf("the values of the triangle are valid,\n");
    printf("the perimeter of the triangle is %.2f",peremeter);
}
else
{
    printf("the values of the triangle are invalid");
}
}
```