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Dept: Computer Engineering
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Course: ENG 224 (Structured Computer Engineering)

1 Days : 1343 Years → 3 years
Weeks → 35 weeks
Days → 3 days

```
#include <stdio.h>
int main()
{
    int days, years, weeks;
    days = 1343;
    // Convert days to years, weeks and days
    years = days / 365;
    weeks = (days % 365) / 7;
    days = days - ((years * 365) + (weeks * 7));

    printf ("Years: %d\n", years);
    printf ("Weeks: %d\n", weeks);
    printf ("Days: %d\n", days);

    return 0;
}
```

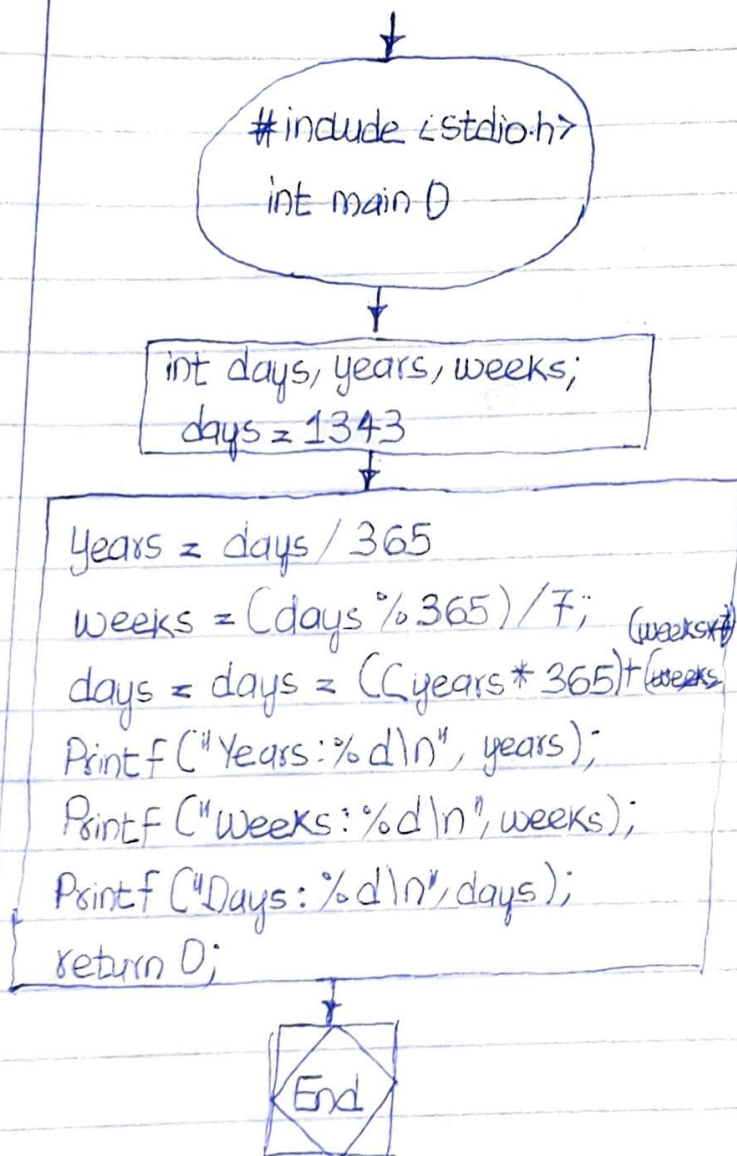
Sample output

Years: 3

Weeks: 35 weeks

Days: 3

Flowchart



```

1 #include <stdio.h>
2 #include <math.h>
3
4 int main () {
5 float x1, y1, x2, y2, gdistance;
6 printf ("Input x1:");
7 scanf ("%f", &x1);
8 printf ("Input y1:");
9 scanf ("%f", &y1);
10 printf ("Input x2:");
11 scanf ("%f", &x2);
12 printf ("Input y2:");
13 scanf ("%f", &y2);
14 gdistance = ((x2-x1)*(x2-x1) + (y2-y1)
15 printf ("Distance between the said points: %.4f Sqrt (gdistance));
16 printf ("\n");
17 return 0;
18 }

```

Output

Input x1: 55

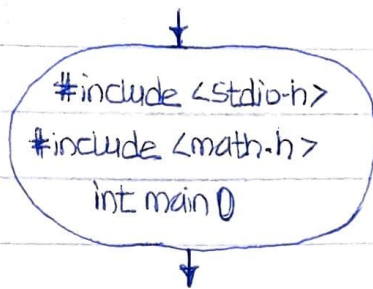
Input y1: 25

Input x2: 75

Input y2: 20

Distance between the said points: 20.615

Flowchart



```
float x1, y1, x2, y2, qdistance;
printf("Input x1:");
scanf("%f", &x1);
printf("Input y1:");
scanf("%f", &y1);
printf("Input x2:");
scanf("%f", &x2);
printf("Input y2:");
scanf("%f", &y2);
qdistance = ((x2-x1)*(x2-x1)) + ((y2-y1)*(y2-y1));
printf("Distance between the said points:
%.4f", sqrt(qdistance));
printf("\n");
return 0;
```



```
printf("\nInput the first number:");
```

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

```
printf("\nInput the second number:");
```

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

```
printf("\nInput the third number:");
```

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

```
if(x < (y+z) && y < (x+z) && z < (y+x))
```

```
{
```

```
    P = x + y + z;
```

```
    printf("\nPerimeter = %.1f\n", P);
```

```
}
```

```
else
```

```
{
```

```
    printf("Not possible to create a triangle..!");
```

```
}
```

```
}
```

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

```
int main()
```

```
{
```

```
int age;
```

```
int cnt_baby = 0, cnt_school = 0, cnt_adult = 0;
```

```
int count = 0;
```

```
while (count < 20)
```

```
{
```

```
printf("Enter age of person [%d]:", count + 1);
```

```
scanf("%d", &age);
```

```
if (age >= 0 && age <= 4)
```

```
    cnt_baby++;
```

```
else if (age >= 5 && age <= 17)
```

```
    cnt_school ++;
```

```
else
```

```
    cnt_adult ++;
```

```
// increasing the number of years by 1
```

```
Count ++;
```

```
}
```

```
printf("Baby age: %d\n", cnt_baby);
```

```
printf("School age: %d\n", cnt_school);
```

```
printf("Adult age: %d\n", cnt_adult);
```

```
return 0;
```

```
}
```

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

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

```
#include <time.h>
```

```
int main()
```

```
{
```

```
int random_gen No = 0, Count = 0, num;
```

```
int Shorttime;
```

```
long longtime;
```

```
longtime = time(NULL);
```

```
Shorttime = (unsigned) time / 2;
```

```
Srand(Shorttime);
```

```
// generates random numbers
```

```
random_gen No = rand() % 100;
```

```
// run infinite loop
```

```
while (1)
```

```
{
```

```
// increase counted
```

```
Count ++;
```

```
//read number from user
```

```
printf("\n\nGuess a number from (0 to 100):");
```

```
scanf("%d", &num);
```

```
//compare entered number with generated number
```

```
if (Crandom_genNo == num) {
```

```
printf("Congratulations, you have guessed a correct number.");
```

```
break;
```

```
}
```

```
else if (Crandom_genNo < num) {
```

```
printf("Generated number is less than entered number, try another number...");
```

```
}
```

```
else if (Crandom_genNo > num) {
```

```
printf("Generated number is greater than entered number, try another number...");
```

```
}
```

```
if (Count == 7) {
```

```
printf("\n\nMaximum limit of attempt finished, GAME OVER!\n");
```

```
break;
```

```
}
```

```
}
```

```
return 0;
```

```
}
```