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```
1 #include <stdio.h>
2 int main()
3 {
4     int days, years, weeks;
5
6     days = 1329;
7
8     // Convert days to years, weeks and days
9     years = days / 365;
10    weeks = (days % 365) / 7;
11    days = days - ((years * 365) + (weeks * 7));
12
13    printf ("Years: %d\n", years);
14    printf ("Weeks: %d\n", weeks);
15    printf ("Days: %d\n", days);
16
17 } return 0
```

```
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)*(y2-y1));
15    printf ("Distance between the said points: %d, %f", sqrt(gdistance));
16    return 0;
17 }
```

```

3) int main() {
4     float x, y, z, p, A;
5     printf("input the first number: 5");
6     scanf("%f", &x);
7     printf("input the second number: 3");
8     scanf("%f", &x);
9     scanf("%f", &y);
10    printf("input the third number: 7");
11    scanf("%f", &z);
12
13    if (x < (y+z) && y < (x+z) && z < (y+x))
14    {
15        p = x+y+z;
16        printf("perimeter = %.1f", p);
17    }
18    else
19        printf("not possible to create a triangle ....!");
20 }
21 return 0;

```

```

(A) int main()
2 {
3     int age;
4     int cnt_baby = 0, cnt_school = 0, cnt_adult = 0;
5     int count = 0;
6
7     while (count < 20)
8     {
9         printf("Enter age of person {0-100}: ", count+1);

```

```

10 scanf ("%d", &age);
11 if (age >= 0 && age <= 4)
12     cnt_baby++;
13 else if (age >= 5 && age <= 17)
14     cnt_school++;
15 else
16     cnt_adult++;
17 // increase counter
18 count++;
19 }
20 printf ("Baby age : %d\n", cnt_baby);
21 printf ("School age : %d\n", cnt_school);
22 printf ("Adult age : %d\n", cnt_adult);
23
24 return 0;
25 }

```

```

(5) int main ()
2 }
3 int random_gen10 = 0, count = 0, num;
4 int stime;
5 long ltime;
6 // initialise srand with current time, to get random number on every
7 run
8 srand (time (NULL));
9 s_time = (unsigned) time / 2;
10 // generat srand (stime);
11 // generate random number
12 random_gen10 = rand () % 100;
13 // run infinite loop
14 while (1)
15 {
16 // increase counter
    count += 1;

```

```
17 // read number from user
18 printf("\n\nGuess a number from (0+100): ");
19 scanf("%d", &num);
20 // Compare entered number with generator number
21 if (random_gen() == num) {
22     printf("Congratulation, you have guessed a correct number.");
23     break;
24 }
25 else if (random_gen() < num) {
26     printf("Generated number is less than entered number, try your
27     luck again ...");
28 }
29 else if (random_gen() > num) {
30     printf("Generated number is less than entered number, try your luck
31     again ...");
32 }
33 if (count == 7) {
34     printf("\n\n### maximum limit of attempt finished, Bad luck!!!\n");
35     break;
36 }
37 }
38 return 0
39 }
```

