

1).

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

```
#include<conio.h>
```

```
void main( )
```

```
{
```

```
int days ,yr,mn,wk,d;
```

```
printf("Enter the no of days");
```

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

```
yr = days /365;
```

```
mn =(days /365)/30;
```

```
printf("Years= %d \t Months= %d \t Weeks =%d \t days = %d",yr,mn,wk,d);
```

```
// converts days to years, weeks and months
```

```
getch();
```

```
}
```

2).

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

```
#include <math.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 the said points: %.4f", sqrt(gdistance));
    printf("\n");
    return 0;
}

```

3).

```

int main() {
    float x, y, z, P, A;
    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..!");
    }
}

```

```
}  
4)  
#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 <stdlib.h>
```

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

```
int main()
```

```
{
```

```
    int random_genNo=0,count=0,num;
```

```
    int shorttime;
```

```
    long longtime;
```

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

```
    shorttime = (unsigned) ltime/2;
```

```
    srand(shorttime);
```

```
    //generates random number
```

```
    random_genNo=rand()%100;
```

```
    //run infinite loop
```

```
    while(1)
```

```
    {
```

```
        //increase counter
```

```
        count+=1;
```

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

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

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

```
//compare entered number with generated number

if(random_genNo==num){
    printf("Congratulations, you have guessed a correct number.");
    break;
}
else if(random_genNo<num){
    printf("Generated number is less than entered number, try your luck again...");
}
else if(random_genNo>num){
    printf("Generated number is greater than entered number, try your luck again...");
}

if(count==7){
    printf("\n\nMaximum limit of attempt finished, GAME OVER FOR YOU!\n");
    break;
}

return 0;
}
```