QUESTION ONE

#include<stdio.h>

#define DAYSINWEEK 7

int main(){

int year, week, days;

printf("The number of days is 1343 days \n");

year = 1343 / 365;

week =(1343 % 365) / DAYSINWEEK;

days =( 1343 % 365) % DAYSINWEEK;

printf ("1343 days is equivalent to %d years, %d weeks and %d days", year, week, days);

return 0;

}

QUESTION TWO

#include<stdio.h>

#include<math.h>

int main(){

double x1,x2,y1,y2,distance;

printf(" Enter the points x1,x2,y1,y2 respectively.\n");

scanf("%lf %lf %lf %lf",&x1,&x2,&y1,&y2);

distance = sqrt(((x2-x1)\*(x2-x1))+((y2-y1)\*(y2-y1)));

printf("The distance between the points is %lf",distance);

return 0;

}

QUESTION THREE

#include<stdio.h>

#include<math.h>

int main(){

float hyp,adj,opp,perimeter;

printf("Enter the hypotenuse, adjacent and opposite respectively.\n");

scanf("%f %f %f",&hyp,&adj,&opp);

perimeter= hyp + adj + opp;

if(hyp==sqrt((adj\*adj)+(opp\*opp)))

{

printf("This is a valid triangle.\n");

printf("The perimeter of the triangle is %f",perimeter);

}

else

{

printf("This is not a valid triangle");

}

return 0;

}

**QUESTION FIVE**

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

int main()

{

int random\_No=0,count=0,num;

int stime;

long ltime;

//initialise srand with current time, to get random number on every run

ltime = time(NULL);

stime = (unsigned) ltime/2;

srand(stime);

//generate random number

random\_No=rand()%100;

//run infinite loop

while(1)

{

//increase counter

count+=1;

//read number from user

printf("\n\nGuess a number from (0 to 101): ");

scanf("%d",&num);

//compare entered number with generated number

if(random\_No==num){

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

break;

}

else if(random\_No<num){

printf("Generated number is less than entered number, try your luck again...");

}

else if(random\_No>num){

printf("Generated number is greater than entered number, try your luck again...");

}

if(count==7){

printf("\n\n### Maximum limit of atttempt finished, BAD LUCK !!!\n");

break;

}

}

return 0;

}







