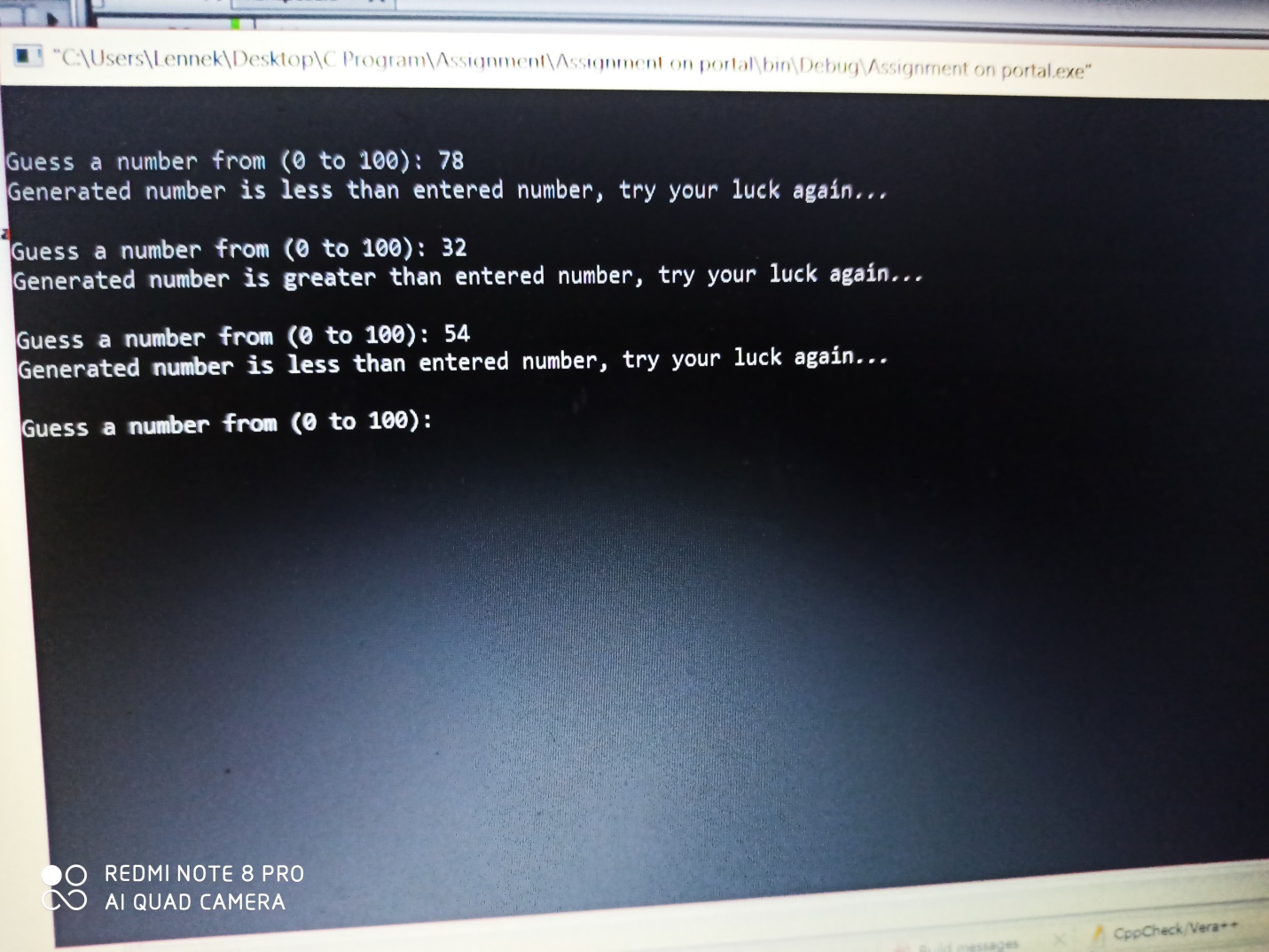
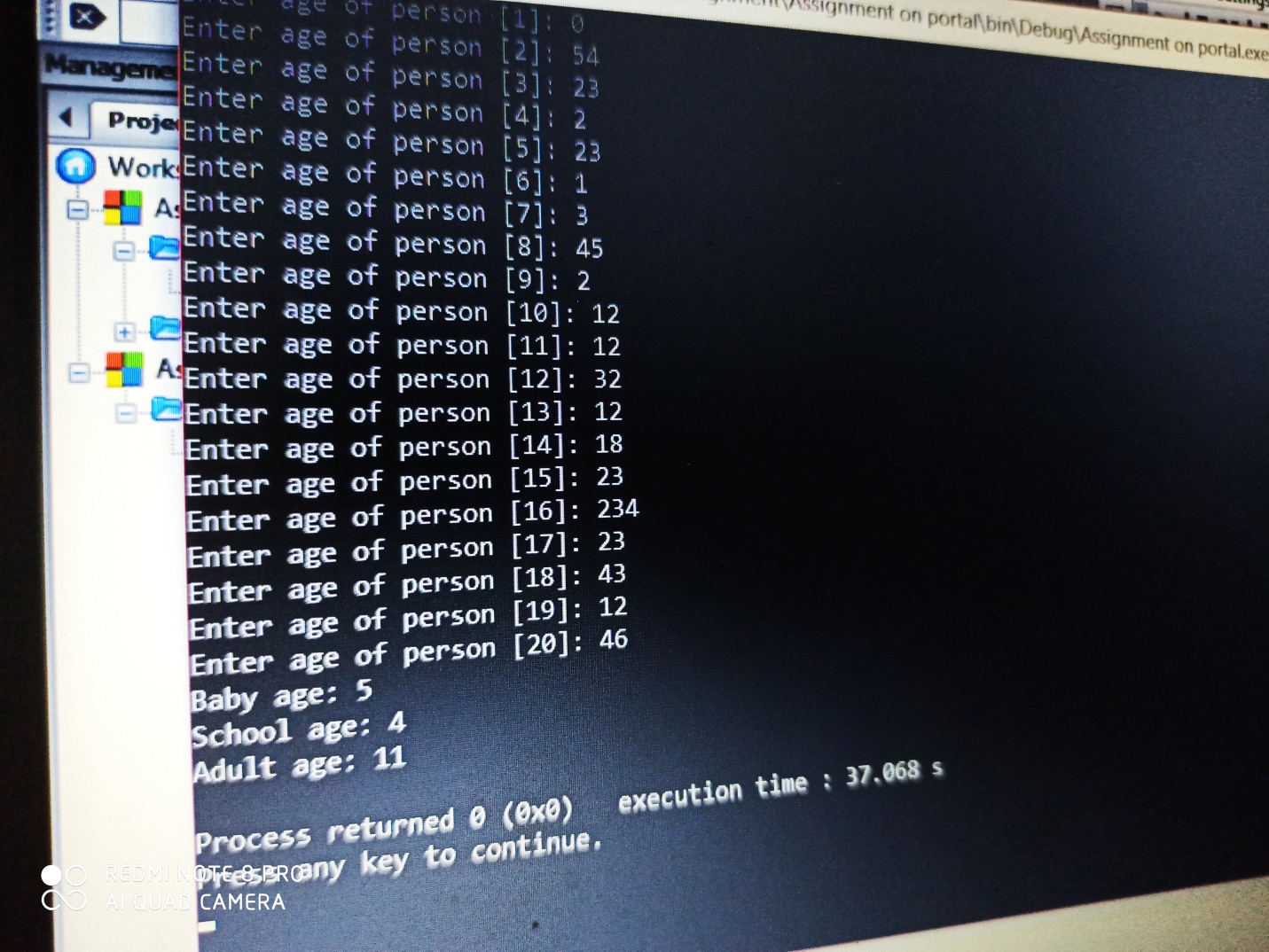
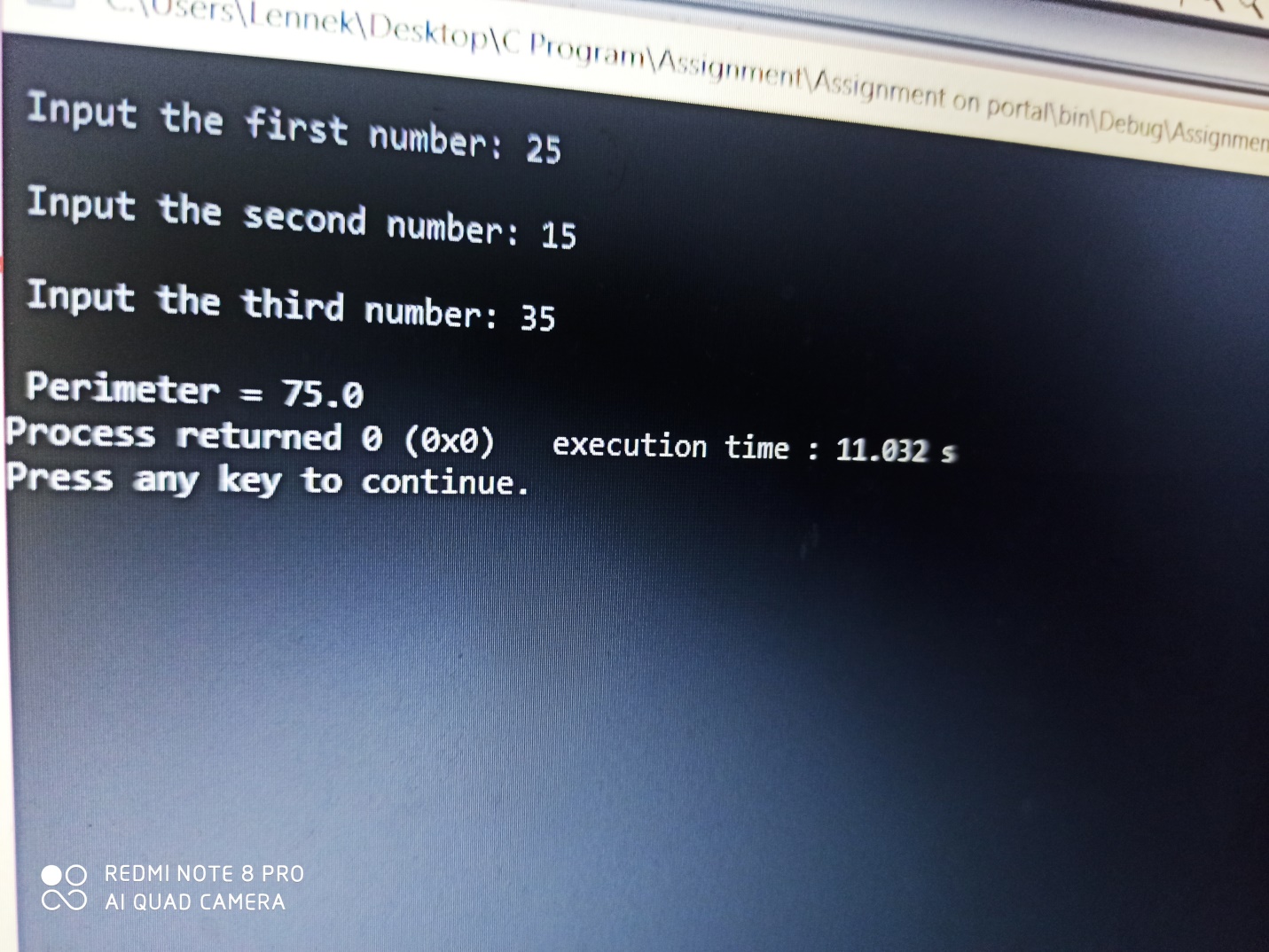
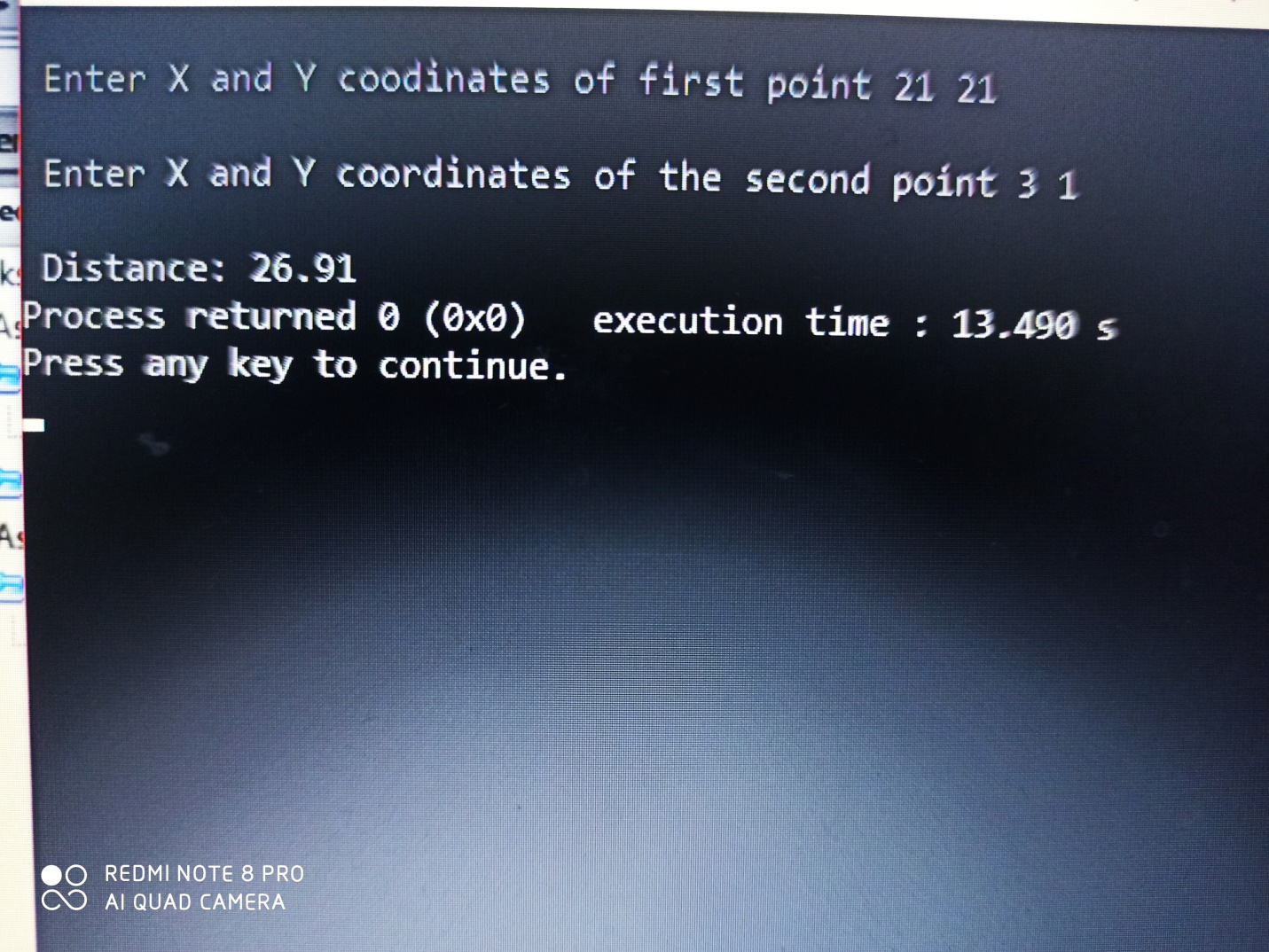
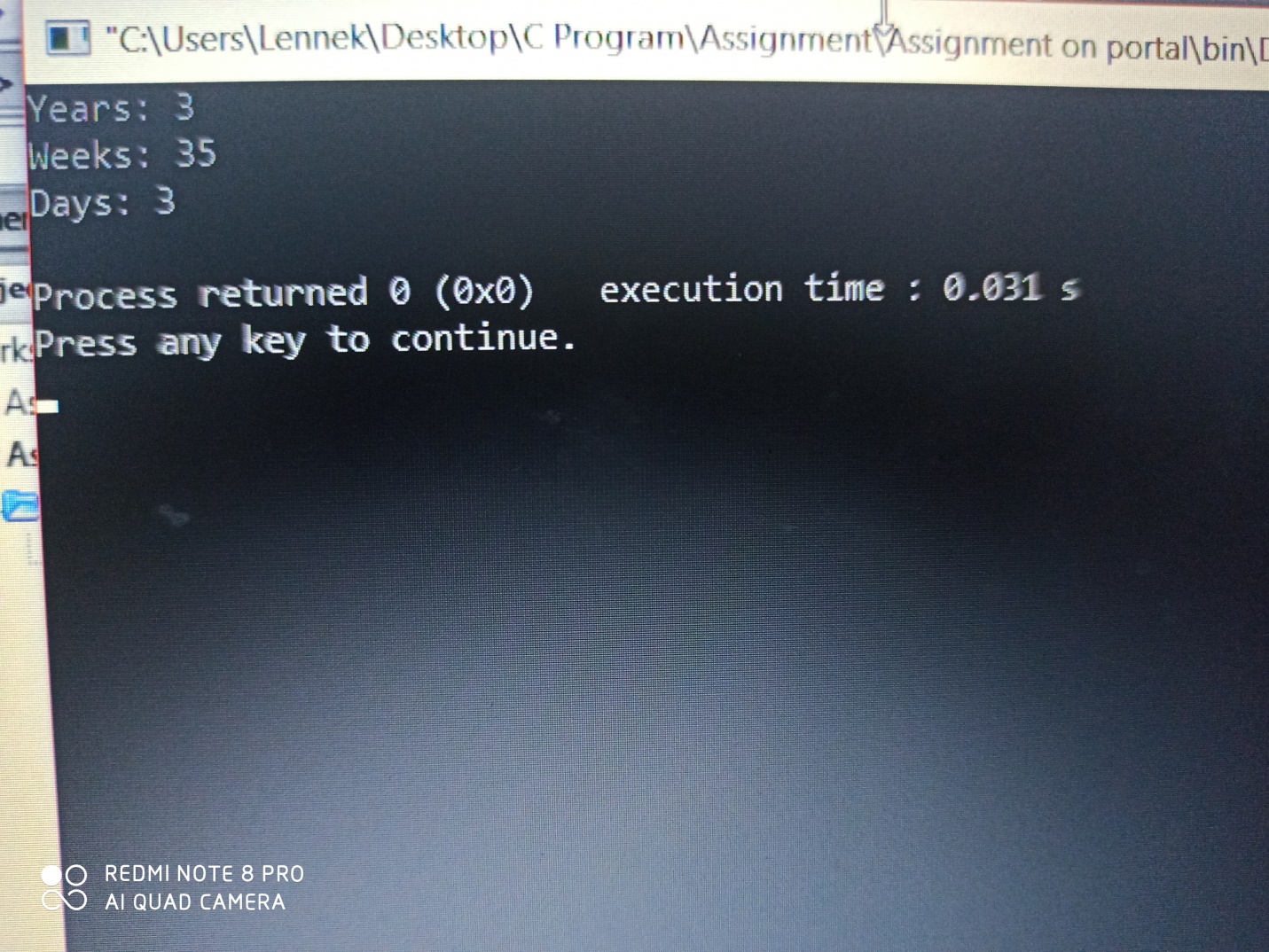
**NUMBER 1**

#include <stdio.h>

int main()

{

int days, years, weeks;

days=1343;

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;

}

**NUMBER 2**

#include <stdio.h>

#include <math.h>

int main()

{

int x1, x2, y1, y2;

int x, y;

float distance;

printf("\n Enter X and Y coodinates of first point ");

scanf("%d %d", &x1, &y1);

printf("\n Enter X and Y coordinates of the second point ");

scanf("%d %d", &x2, &y2);

x=x2-x1;

y=y2-y1;

distance=sqrt((x\*x)+(y\*y));

printf("\n Distance: %.2f",distance);

return 0;

}

**NUMBER 3**

#include<stdio.h>

int main()

{

float x, y, z, P, A;

printf("\n Input the first number: ");

scanf("%f", &x);

printf("\n Input the second number: ");

scanf("%f", &y);

printf("\n Input the third number: ");

scanf("%f", &z);

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

{

P=x+y+z;

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

}

else

{

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

}

}

**NUMBER 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++;

count++;

}

printf("Baby age: %d\n", cnt\_baby);

printf("School age: %d\n", cnt\_school);

printf("Adult age: %d\n", cnt\_adult);

return 0;

}

**NUMBER 5**

#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 100): ");

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;

}

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