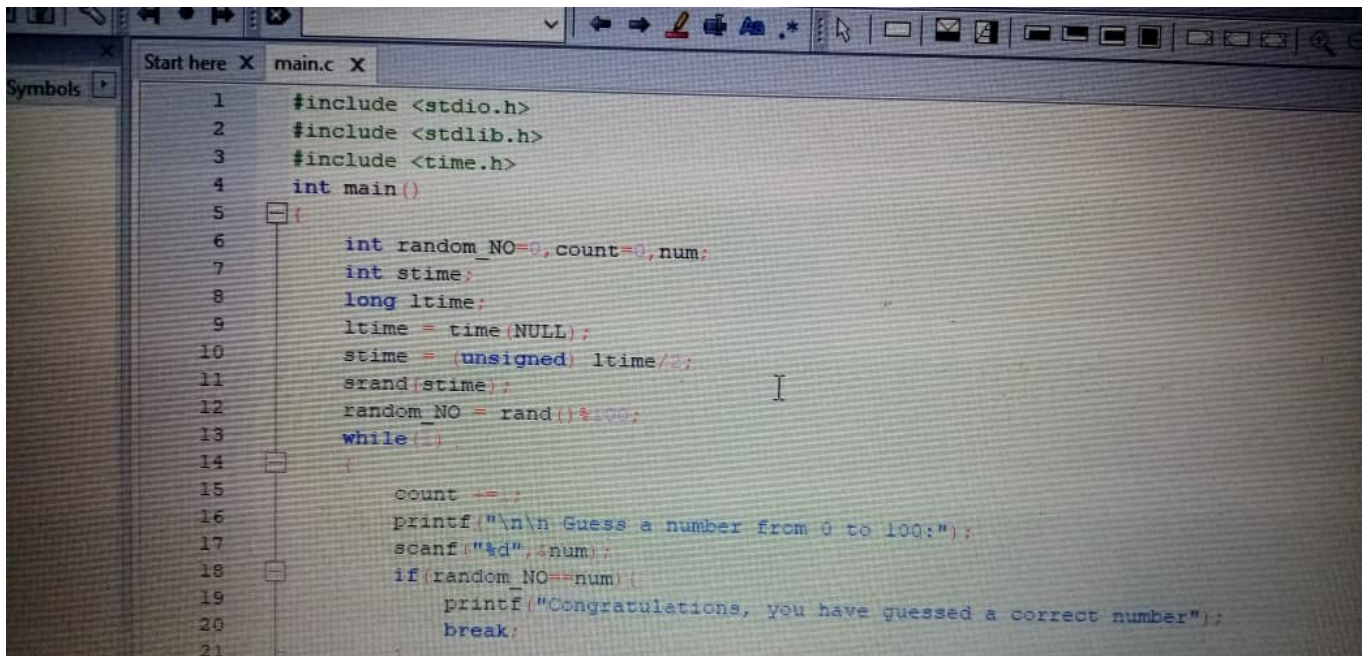
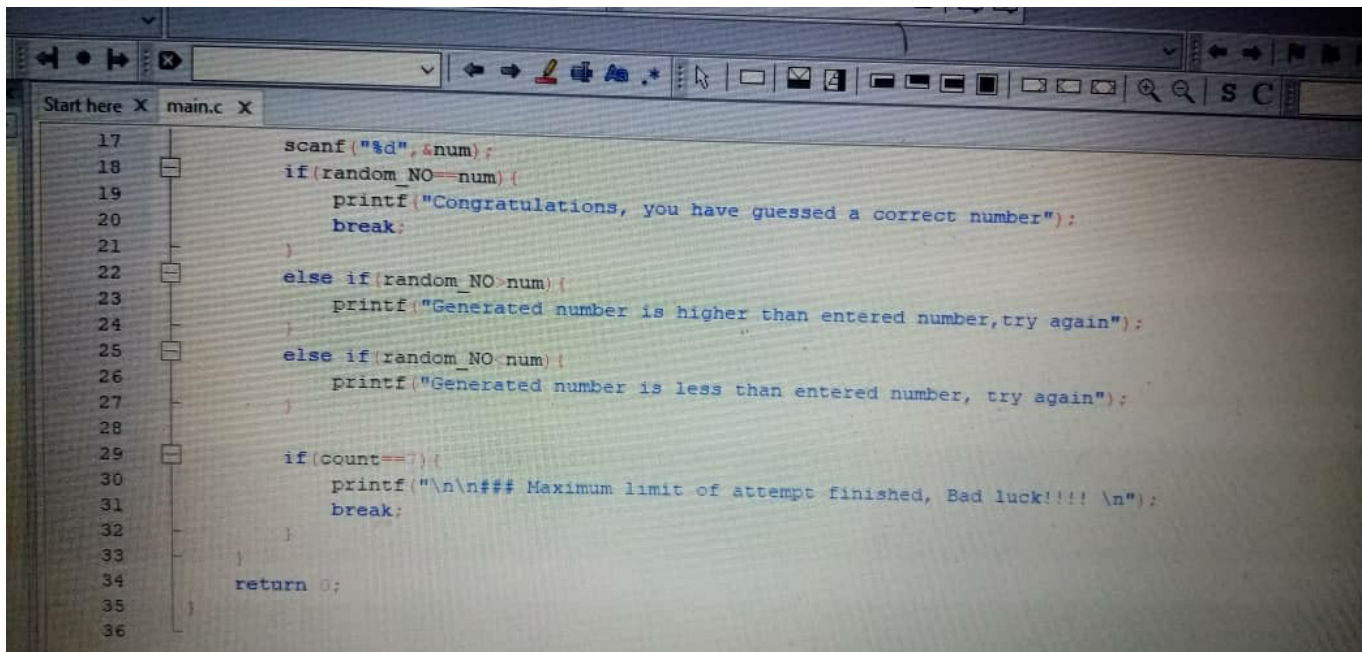


Image



```
1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <time.h>
4  int main()
5  {
6      int random_NO=0, count=0, num;
7      int stime;
8      long ltime;
9      ltime = time(NULL);
10     stime = (unsigned) ltime/2;
11     srand(stime);
12     random_NO = rand()%100;
13     while(1)
14     {
15         count ++;
16         printf("\n\n Guess a number from 0 to 100:");
17         scanf("%d",&num);
18         if(random_NO==num){
19             printf("Congratulations, you have guessed a correct number");
20             break;
21         }
```



```
17     scanf("%d",&num);
18     if(random_NO==num){
19         printf("Congratulations, you have guessed a correct number");
20         break;
21     }
22     else if(random_NO > num){
23         printf("Generated number is higher than entered number, try again");
24     }
25     else if(random_NO < num){
26         printf("Generated number is less than entered number, try again");
27     }
28
29     if(count==7){
30         printf("\n\n### Maximum limit of attempt finished, Bad luck!!!! \n");
31         break;
32     }
33 }
34 return 0;
35
36 }
```

```
Start here X main.c X main.c X
10 while (count<20)
11 {
12     printf("Enter age of person[%d]:",count+1);
13     scanf("%d", &age);
14
15     if(age>=0 && age<=4)
16         cnt_baby ++;
17     else if(age>=5 && age<=17)
18         cnt_school ++;
19     else
20         cnt_adult ++;
21     count ++;
22
23 }
24 printf("Baby age:%d\n",cnt_baby);
25 printf("School age:%d\n",cnt_school);
26 printf("Adult age:%d\n",cnt_adult);
27 return 0;
28
```

```
Start here X main.c X main.c X
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 int main()
5 {
6     int age;
7     int cnt_baby=0,cnt_school=0,cnt_adult=0;
8     int count=0;
9
10    while (count<20)
11    {
12        printf("Enter age of person[%d]:",count+1);
13        scanf("%d", &age);
14
15        if(age>=0 && age<=4)
16            cnt_baby ++;
17        else if(age>=5 && age<=17)
18            cnt_school ++;
19        else
```

```
1 #include <stdio.h>
2 #include <stdlib.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: %.4f", sqrt(gdistance));
16    printf("\n");
17    return 0;
18 }
19
20
```

Run: Debug in Question 3 (compiler: GNU GCC Compiler)-----
log for existence: C:\Users\Tosin Bolaji\Desktop\Question 3\bin\Debug\Question 3.exe
log: "C:\Program Files (x86)\CodeBlocks\cb_console_runner.exe" "C:\Users\Tosin Bolaji\Desktop\Question 3\."

C/C++ Windows (CR+LF) WINDOWS-1252 Line 3, Col 3, Pos 43

```

4 int main() {
5     float x, y, z, P, A;
6     printf("\nInput the first number: ");
7     scanf("%f", &x);
8     printf("\nInput the second number: ");
9     scanf("%f", &y);
10    printf("\nInput the third number: ");
11    scanf("%f", &z);
12
13    if(x < (y+z) && y < (x+z) && z < (y+x))
14    {
15        P = x+y+z;
16        printf("\nPerimeter = %.1f\n", P);
17    }
18    else
19    {
20    }
21    }
22
23
24
25
26

```