of n1) is assigned to n2. This completes the swapping process.

```
# include<stdio.h>
void main(){
   int n1, n2;
   n1 = 40;
   n2 = 10;
 // Swapping
n1 = n1 - n2; // n1 = 40-10 So n1 = 30
n2 = n1 + n2; // n2 = 30+10 So n2 = 40
n1 = n2 - n1; // n1 = 40 - 30 So n1 = 10
Printf("\n After Swapping, n1 Number = %d", n1);
Printf("\n After Swapping, n2 Number = %d", n2);
}
```

After Swapping, n1 Number = 10

After Swapping, n2 Number = 40

⑥ Write a Program to find the Largest of three numbers

```
#include <stdio.h>
 void main(){
 int n1, n2, n3, largest;
Printf("Enter three different numbers:");
Scanf("%d %d %d", &n1, &n2, &n3);
 if (n1 > n2)
  largest = n1;
else
    largest = n2;
if (n3 >= largest)
```

```
    largest = n3;
Printf ("Largest number is %d", largest);
}
```

Enter three number : 30 20 40

Largest number is 40

⑦ Write a Program to check whether a integer number is Seven or odd.

```
#include <stdio.h>
 void main(){
 int num;
Printf ("Enter a number");
   else
      Printf (" odd number");
    }
```

Enter a number : 12

Even number

Enter a number : 11

odd number

⑧ Write a Program to disply table of any integer number.

```
 # include <stdio.h>
  void main (){
  int n, i;
Printf (" Enter an integer:");
Scanf ("%d", &n);
for(i = 1; i <= 10; ++ i){
  Printf ("%d * %d = %d \n", n, i, n * i);
  }
  }
```

Enter an integer: 9

9 * 1 = 9

9 * 2 = 18

9 * 3 = 27

9 * 4 = 36

9 * 5 = 45

9 * 6 = 54

9 * 7 = 63

9 * 8 = 72

9 * 9 = 81

9 * 10 = 90

(9) Write a Program to display first ten terms of the Fibonacci Sequence.

The Fibonacci sequence: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34

The Fibonacci sequence is a sequence where the next term is the sum of the Previous two terms.

The first two terms of the Fibonacci sequence are 0 followed by 1.

```
#include <stdio.h>
void main() {
  int i, n, t1 = 0 t2 = 1, nextTerm;
Printf("Enter the number of terms :");
  Scanf("%d", &n);
Printf("Fibonacci Series:");
  For(i = 1; i <= n; ++i) {
  Printf("%d, ", t1);
  nextTerm = t1 + t2;
```

```
    t1 = t2;
    t2 = nextTerm;
  }
}
```

Enter the number of terms : 10
Fibonacci series : 0, 1, 1, 2, 3, 5, 8, 13, 21, 34,

(10) write a Program to calculate the sum of digits of an integer number.

```
#include <stdio.h>
  void main () {
  int n, sum = 0, digit;
Printf ("Enter an integer :");
  Scanf ("%d", &n);
  while (n != 0) {
   digit = n % 10;
   sum = sum + digit;
    n = n / 10;
  }
 Printf ("Sum of the digits = %d", sum);
  }
```

Enter an integer : 142
Sum of the digits = 7

This Program takes an integer input from the user 142. The while loop is used until n != 0 is false. In each iteration of the loop, each digit (using digit = n % 10) when n is divided by 10 is calculated and the value of n is reduced by 10 times (n = n / 10) inside the loop, the sum of

(12) write a Program to

digits of an integer number is computed using

sum = sum + digit

(11) write a Program to reverse an integer number.

```
# include <stdio.h>
  void main ()}
 int n, rev = 0 , digit;
Printf ("Enter an integer:");
  Scanf ("%d", &n);
   while (n != 0) {
    digit = n % 10;
  rev = rev * 10 + digit;
   n = n / 10;
   }
  Printf ("Reversed number = %d", rev);
   }
```

Enter an integer : 345

Reversed number = 543

This Program takes an integer input from the user 345. The while loop is used until n!=0 is false. In each iteration of the loop, the digit (digit = n % 10), when n is divided by 10 is calculated and the value of n is reduced by 10 times (n = n / 10). Inside the loop, the reversed number is computed using : rev = rev * 10 + digit

(12) Write a Program to calculate factors of a Positive integer.

```
#include <stdio.h>
void main() {
  int num, i;
Printf("Enter a Positive integer;");
  Scanf("%d", &num);
Printf("Factors of %d are:", num);
for(i=1; i<=num; ++i) {
  if (num % i == 0) {
   Printf("%d", i);
  }
  }
}
```

Enter a positive integer: 10
Factors of 10 are: 1 2 5 10

(13) Elaborate the process and elements of communication in detail through suitable examples

- Sender: He is the person who sends his views to another person . . .
- Message: The idea, feeling, suggestion, guidelines, orders or any content which is intended to be communicated is message . . .
- Encoding: . . .
- Media: . . . .
- Decoding: . . .
- Receiver: . . .
- Feedback: . . .
- Noise: . . .