C Programming (Set-A)

Name \_\_\_\_\_

Registration No \_\_\_\_\_

Accept a string and write a menu driven program to do following things.

- 1. Convert string to upper case
- 2. Convert string to lower case
- 3. Show the length of string
- 4. Reverse the string

Mark Distribution	
Menu Structure LOGIC	[10]
Accept string logic	[10]
Show string logic	[10]
Length logic	[10]
Reverse string logic	[10]
Perfect Execution	[10]

## **External Remark**



(Set-B)

**C Programming** 

Name \_\_\_\_\_

Registration No \_\_\_\_\_

Accept a number and write a menu driven program to do following things.

- 1. Check the number divisible by 5 and 6 or not
- 2. Check the number between 10 and 100 or not
- 3. Check the number is negative number or not
- 4. Check the number end with 3 or not

Mark Distribution	
Menu Structure LOGIC	[10]
Logic for Q1	[10]
Logic for Q2	[10]
Logic for Q3	[10]
Logic for Q4	[10]
Perfect Execution	[10]

**External Remark**