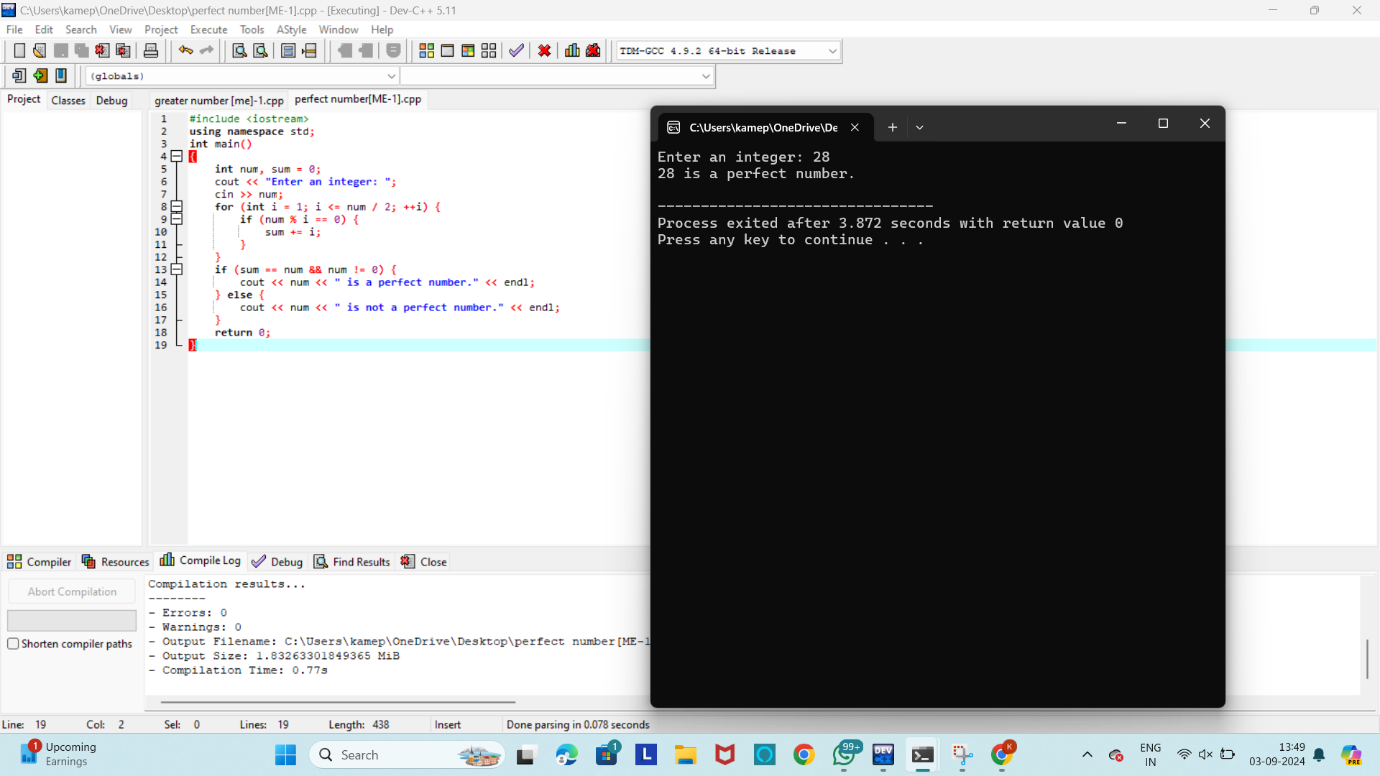
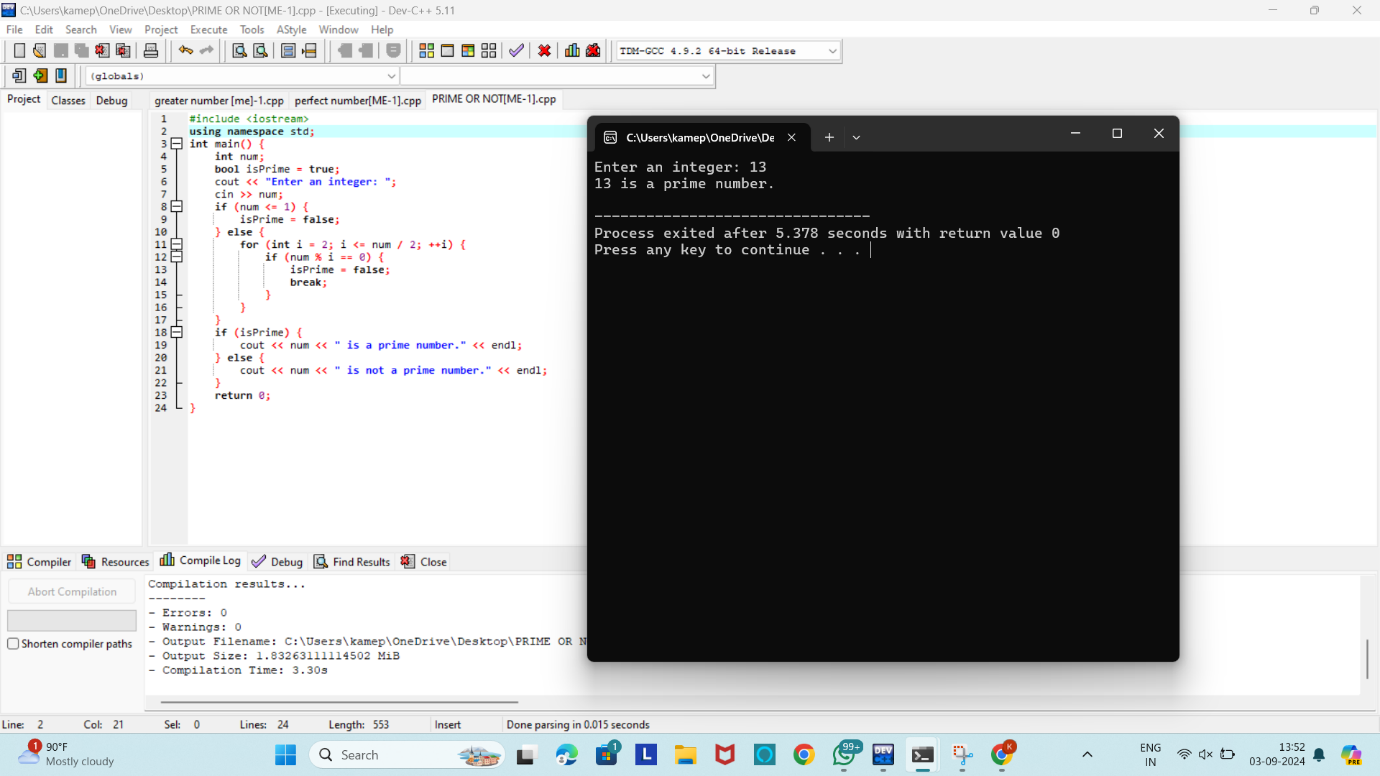
1)Greater number

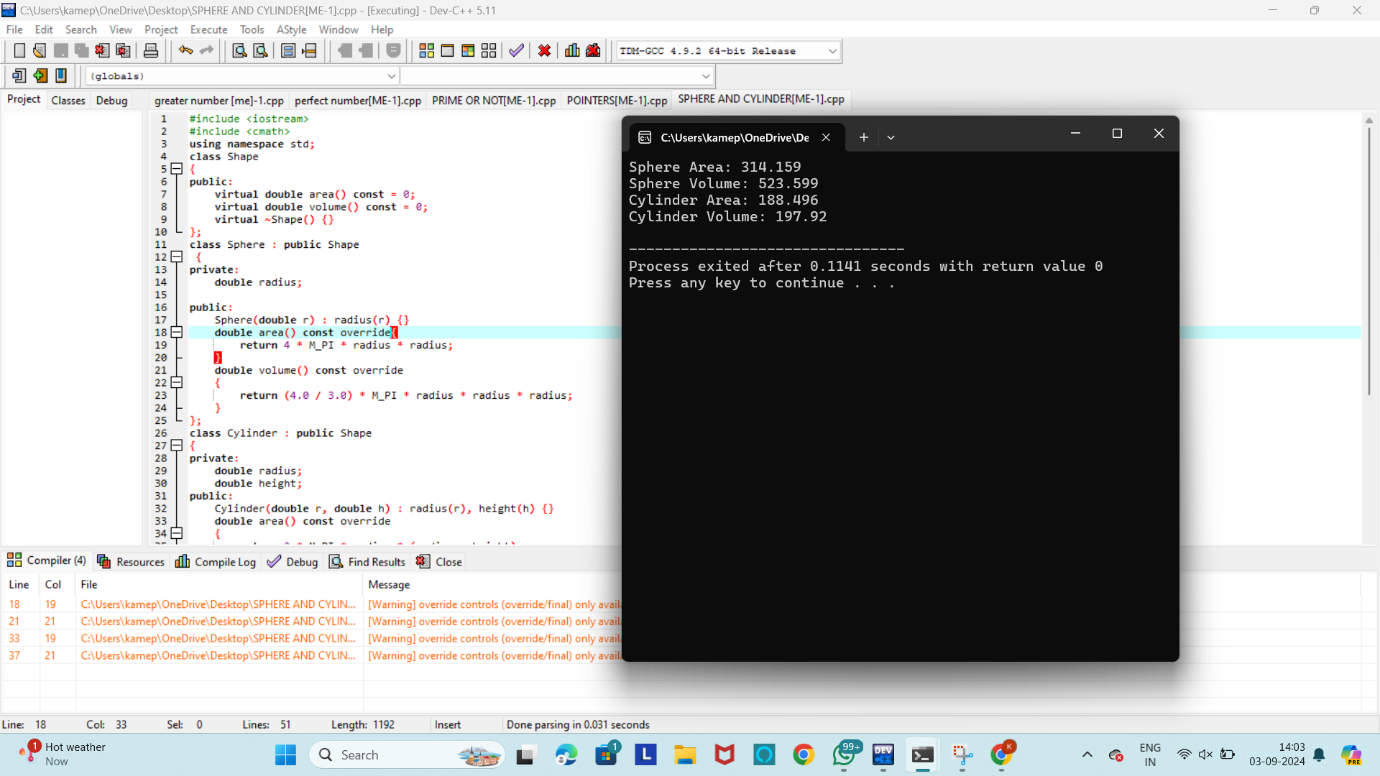
2) PERFECT NUMBER OR NOT



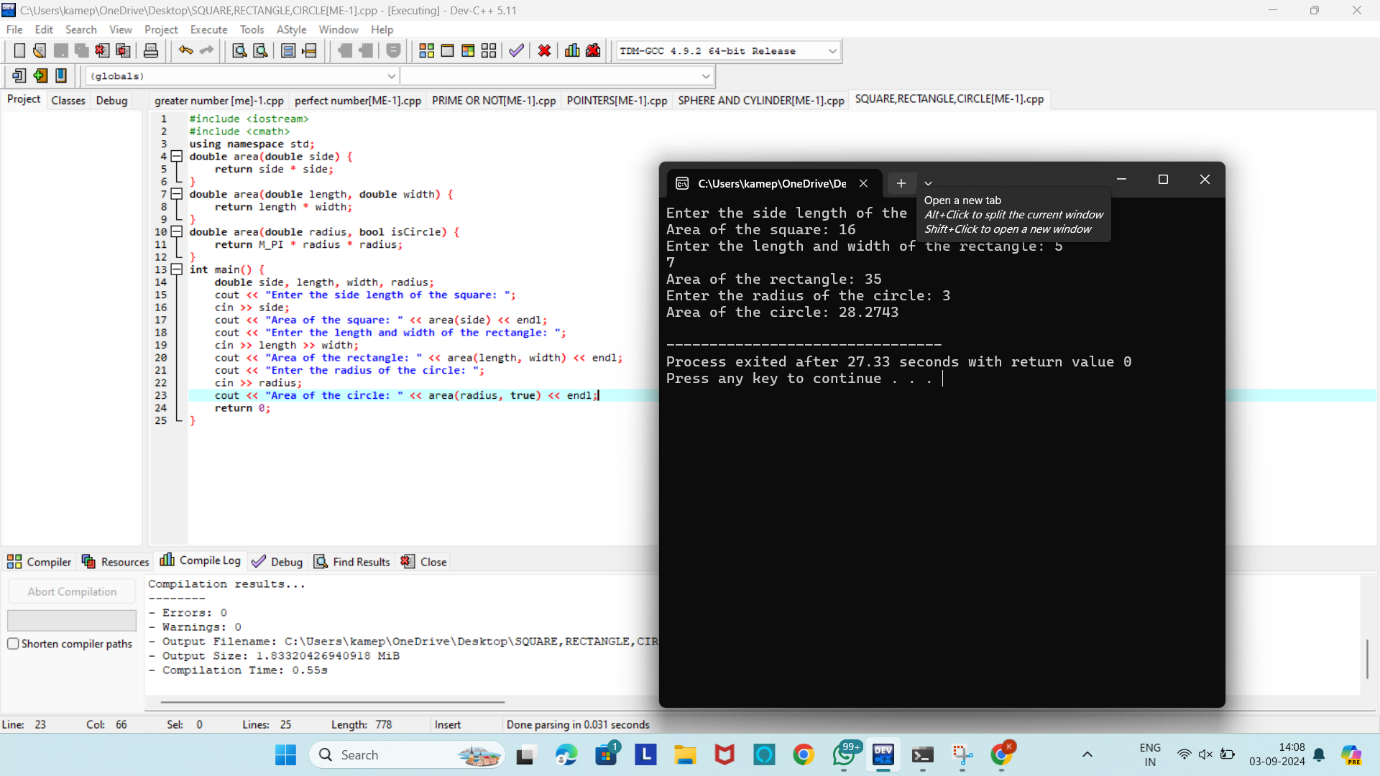
3)PRIME OR NOT



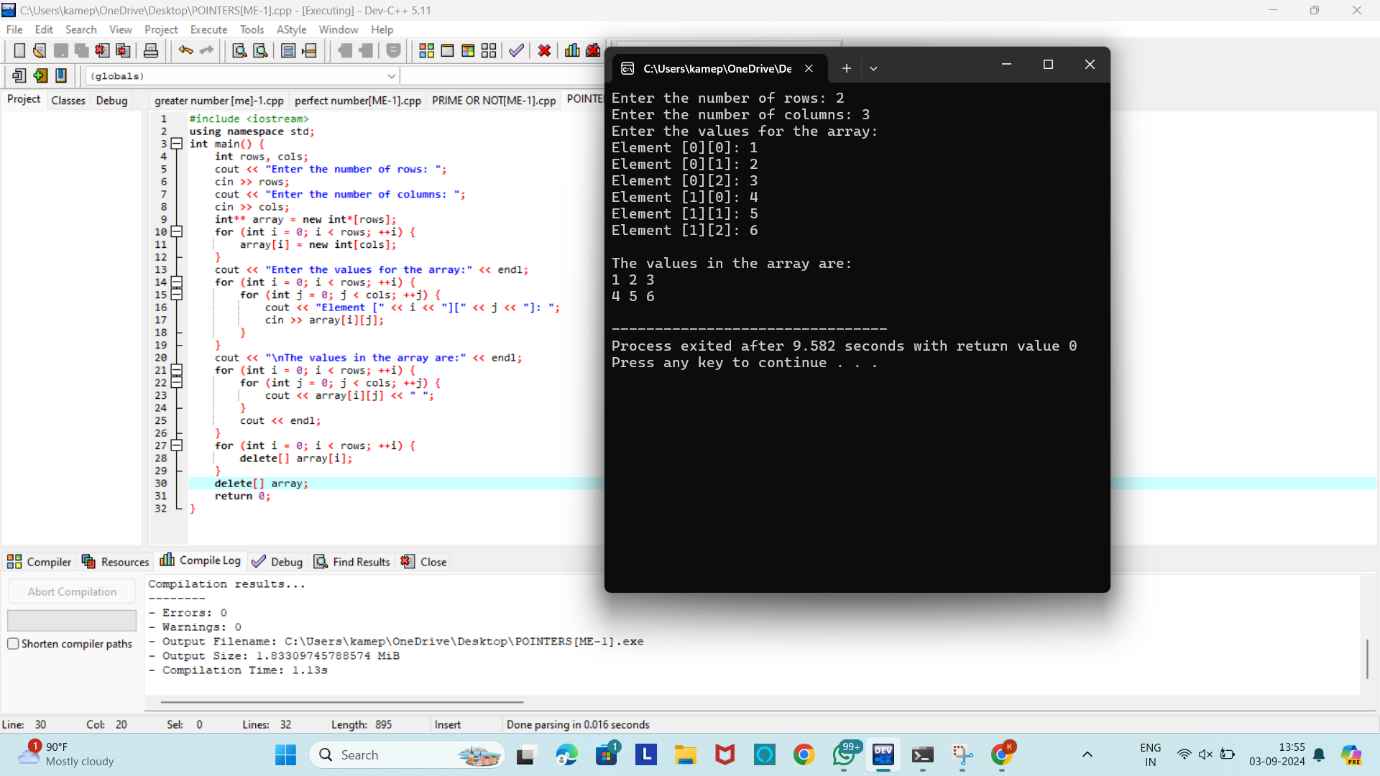
4)AREA OF SPHERE,CYLINDER



5)AREA OF SQUARE,RECTANGLE,CIRCLE



6) TWO-DIMENSIONAL ARRAY USING POINTERS



7) CONSTRUCTOR AND DESRTUCTOR

