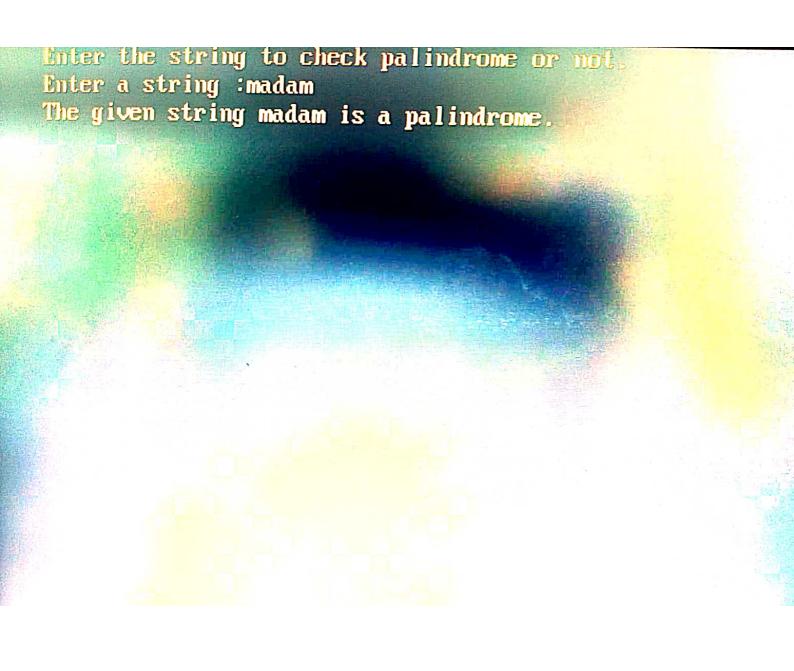
```
TEJA.C
linclude (math.h)
void main()
int a,b,c;
float s,d,area;
clrscr();
printf("enter three slides:");
scanf ("zdzdzd", &a, &b, &c);
s=(a+b+c)/2;
d = (s * (s - a) * (s - b) * (s - c));
area=sqrt(d);
printf("area of triangle=%f sq units\n",area);
getch();
       16:1 ---
```

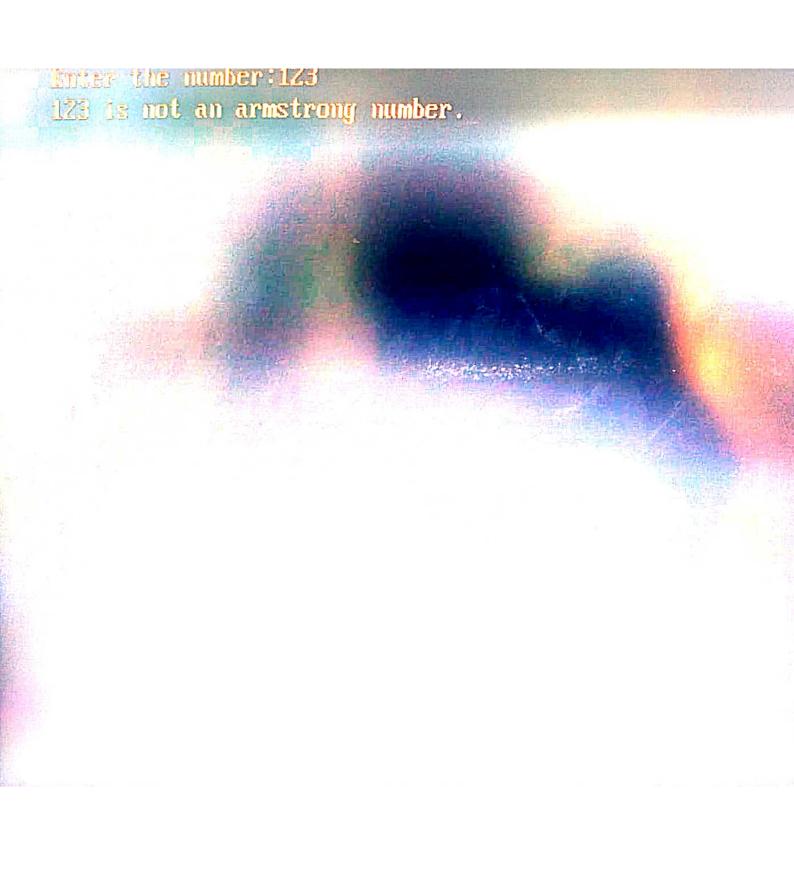


```
char string[40];
clarser();
printf("Enter the string to check palindrome or not.\n");
printf("Enter a string:");
scanf("%s",string);
if(ispalindrome(string))
printf("The given string %s is a palindrome.\n",string);
else
printf("The given string %s is a palindrome.\n",string);
getch();
}
== 37:30
```

Alt-F8 Next Msg

Alt-F7 Prev Msg Alt-F9 Compile F9 Make F16





```
PALINDRO.C
=[ 🕛 ]=
tinclude<stdio.h>
include<conio.h>
#include<string.h>
enum boolean {false, true};
enum Boolean ispalindrome(char string[])
£
int left,right,len=strlen(string);
enum boolean matched =true;
if(len==0)
return true:
left=0:
right=len-1;
while(left<right && matched)
£
     — 5:30 <del>----</del>1
```

F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make

```
BAUYAM.C
=[0]=
linclude<stdio.h>
Binclude<conio.h>
void main()
{
int i,j,n,s,term;
//clrscr();
printf(enter the value n:");
scanf ("%d",&n);
s=0;
for(i=1;i<=n;i++)
1
term=0;
for(j=1;j<=i;j++)
term=term+j;
s=s+term;
 printf("sum of the series S=%d.,s);
 getch();
                             Olf F9 Commile 19 Make F10 Menu
```

```
BOUTH. C
                                    BAUYAM.C
=[[ [ ]
Dimclude (conto.h)
void main()
•
int i, j, n, s, term;
//clrscr();
printf(enter the value n:");
scanf ("%d", an);
s=0;
for(i=1;i<=n;i++)
term=0;
for(j=1;j<=i;j++)
term=term+j;
s=s+term;
printf("sum of the series S=xd.,s);
getch();
     — 21:1 —
F1 Help F2 Save F1 Open All P Compile F9 Make F10 Menu
```

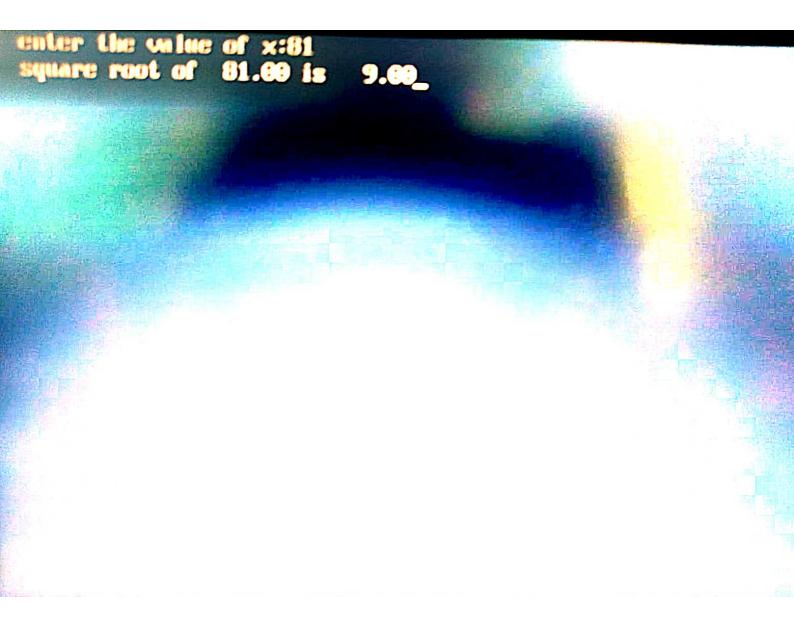
```
LEESHA.C :
while(a>0)
b=a%10;
c=b*b*b;
a=a/10;
d=c+d;
}
if (e==d)
printf("%d is an armstrong number.",e);
else
printf("%d is not an armstrong number.",e);
getch();
```

Alt-F7 Prev Msg Alt-F9 Compile

Help Alt-F8 Next Msg

F9 Make





F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Commile F9 Make F10

```
Fi Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F16 Menu
```

F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make

F10 Men