

main.c

```
1 #include <stdio.h>
2
3
4 void main()
5 {
6     int n;
7     printf("enter the number :");
8     scanf("%d",&n);
9     for ( int i=0;i<=n;i++)
10    {
11        printf(" %d",i);
12    }
13 }
14
```

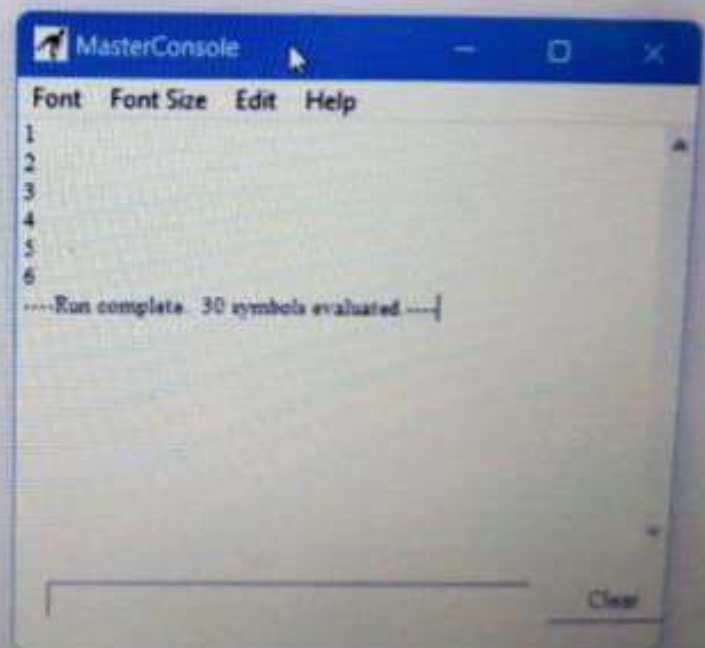
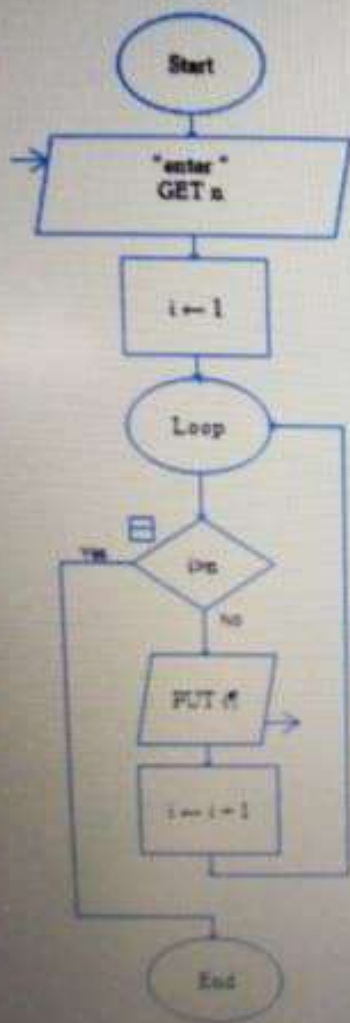
enter the number :8

0 1 2 3 4 5 6 7 8

...Program finished with exit code 0

Press ENTER to exit console.

11h - 02:00



→ 1) Step - Begin

Step-2 - declare into variable.

Step-3 - Read value.

Step-4 - Condition $(i=1, i \leq a[i]++)$

Step-5 - print the variable.

main.c

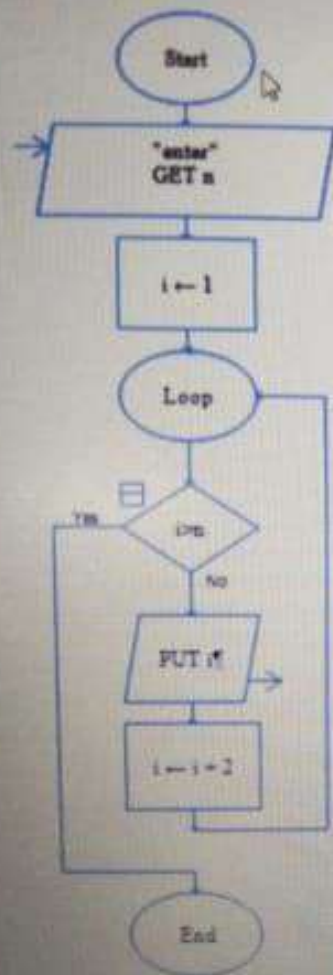
```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,i,j;
7     printf("enter the number:");
8     scanf("%d",&n);
9     for(i=0;i<n;i=i+2)
10    {printf("%d ",i);
11    }
12 }
13
```

enter the number 8

0 2 4 6 8

...Program finished with exit code 0
Press ENTER to exit console.

3% • 008



The image shows a screenshot of a software window titled "MasterConsole". The window has a menu bar with "Font", "Font Size", "Edit", and "Help". The main text area displays the output of a program execution, showing the numbers "1" and "3" on separate lines, followed by a status message: "----Run complete. 14 symbols evaluated.----". At the bottom right of the window, there is a "Clear" button.

Step :- end.

2) Step 1 :- begin

Step 2 :- declare int variable

Step 3 :- Read value

Step 4 :- Condition (i.e. $1.2 \neq 0$)

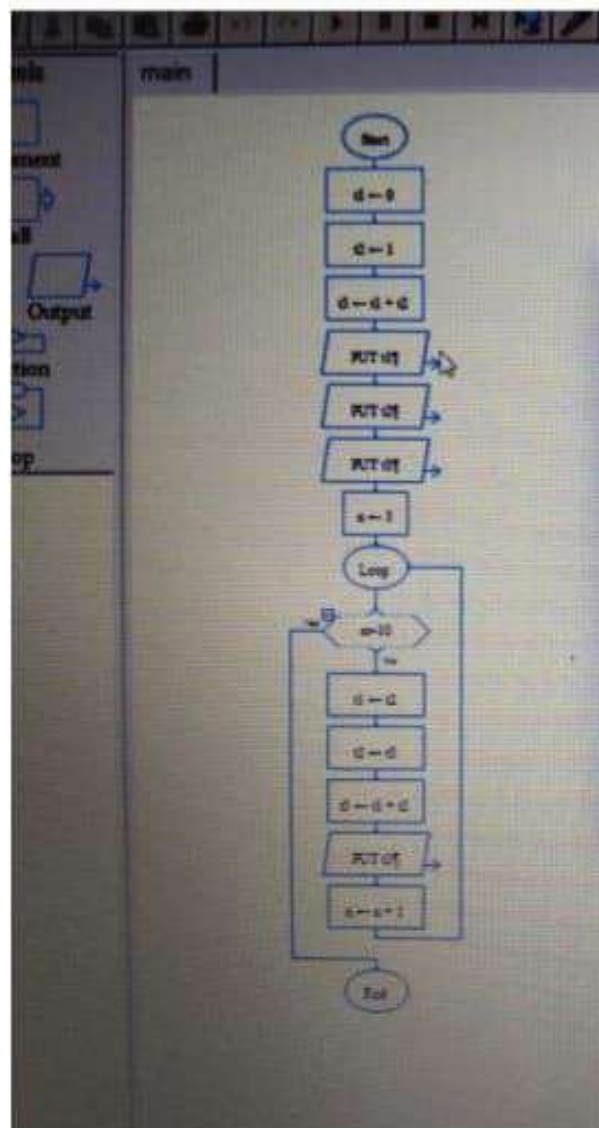
Step 5 :- print the variable

Step 6 :- END.

```
1 #include <stdio.h>
2
3
4 void main()
5 {
6     int a=0, b=1, n, t ;
7     printf("enter the number ");
8     scanf("%d", &n);
9     while(a<n){
10        printf("%d", a);
11
12        t=a;
13        a=b;
14        b=t;
15    }
16 }
17
```

enter the number 5
0,1,1,2,3,5,

...Program finished with exit code 0
Press ENTER to exit console.



MasterConsole

Font Font Size Edit Help

0
1
1
2
3
5
8
13
21
34
55
---Run complete. 67 symbols evaluated---

Clear

3) Step :- begin
step 2 :- declare into variable -

step 3 :- Read a value.

step 4 :- condition (1.1.2.1=0)

step :- Print the value.

step 5 :- END.

Lenovo

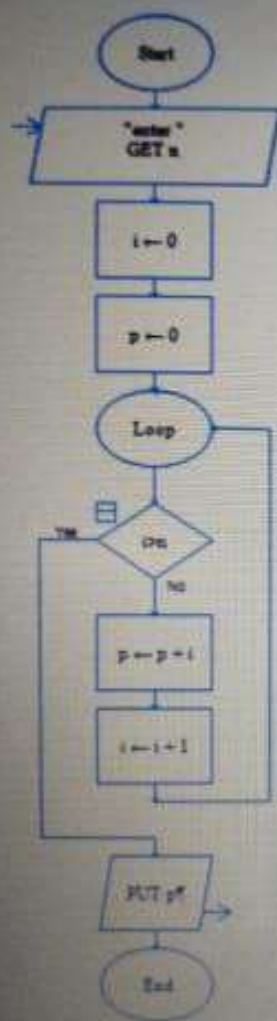
main.c

```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,i,j;
7     printf("enter the number ");
8     scanf("%d",&n);
9     for(i=1;i<=n;i=i+2)
10     {printf(" %d",i);
11     }
12 }
13
```

enter the number 8
1 3 5 7

...Program finished with exit code 0
Press ENTER to exit console.

Contact Us • DM



The screenshot shows the MasterConsole application window. The title bar reads 'MasterConsole'. The menu bar includes 'Font', 'Font Size', 'Edit', and 'Help'. The main text area displays the following error message: 'Can't compare these values: NUMBER_KIND STRING_KIND'. Below this, it says 'Error, run halted'. The console shows a list of numbers: 0, 1, 3, 6, 10. For each number, it displays 'Run complete. 32 symbols evaluated'. At the bottom, there is a 'Clear' button.

4) Step 1:- Begin

Step 2:- Declare the variable.

Step 3:- Start a loop that if from 1 to n.

Step 4:- Read the variable.

Step 5:- Print the values

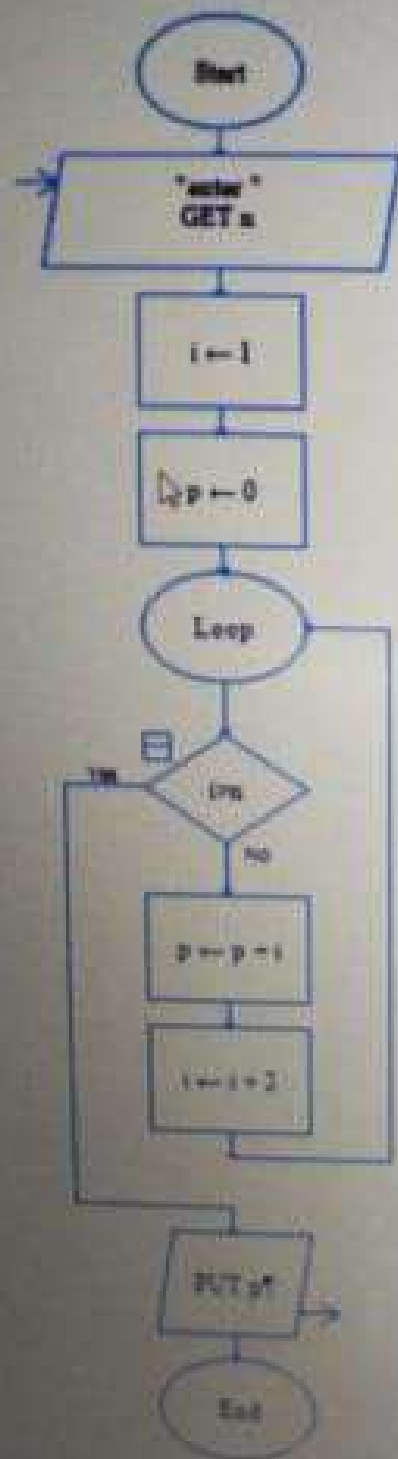
Step 6:- END.




```
Run Debug Stop Share Save Beautify
main.c
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,i;
7     int a=0;
8     printf("enter the number :");
9     scanf("%d",&n);
10    for(i=0;i<=n;i++)
11    {a=a+i;
12    }
13    printf("%d",a);
14
15 }
16

enter the number :5
15

...Program finished with exit code 0
Press ENTER to exit console.
```



MasterConsole

Font Font Size Edit Help

16

---Run complete. 24 symbols evaluated---



5)

Step 1: Begin

Step 2: Declare in the variable

Step 3: Start a loop that runs from

1 to n

Step 4: In each iteration of the loop, calculate the values of each term.

Step 5: Print the values.

Step 6: END.

Step 5:

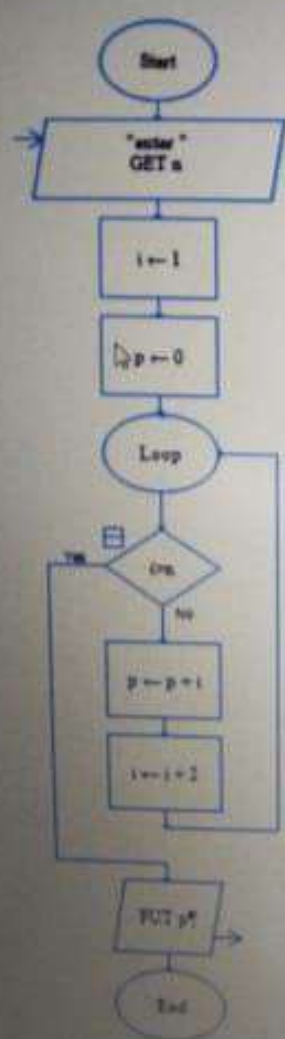
Step 6:

```
main.c
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n, i;
7     int a=0;
8     printf("enter the number :");
9     scanf("%d", &n);
10    for(i=0; i<=n; i=i+2)
11    {
12        a=a+i;
13    }
14    printf("%d", a);
15 }
16
```

enter the number :4

6

....Program finished with exit code 0
Press ENTER to exit console.



The screenshot shows a window titled 'MasterConsole' with a menu bar (Font, Font Size, Edit, Help). The console output displays the number '16', followed by the message '----Run complete. 24 symbols evaluated ----'. A 'Clear' button is located at the bottom right of the console area.

6)

step 1:- Begin

step 2:- Declare int variable.

step 3:- start a loop that iterates
from 2 to n.

step 4:- In each iteration of the loop
check current value of i is

Test whether $i \% 2 = 0$,

step 5: print the value of i .

step 5-end.

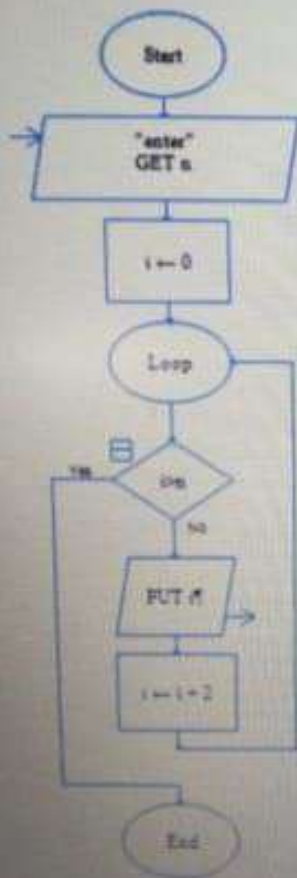
```
main.c
#include <stdio.h>

void main()
{
    int n, i;
    int a=0;
    printf("enter the number :");
    scanf("%d", &n);
    for(i=1; i<=n; i=i+2)
    {
        a=a+i;
    }
    printf("%d", a);
}

enter the number :15
9
...Program finished with exit code 0
Press ENTER to exit console.
```



main



MasterConsole

Font Font Size Edit Help

024

---Run complete. 18 symbols evaluated---

0

2

4

---Run complete. 18 symbols evaluated---

Clear

4) Step 1:- Begin

Step 2:- Declare the variable.

Step 3:- Start a loop that if from 1 to n.

Step 4:- Read the variable.

Step 5:- Print the value.

Step 6:- End.

5) Step 1:- Begin

7)

Step 1:- Begin

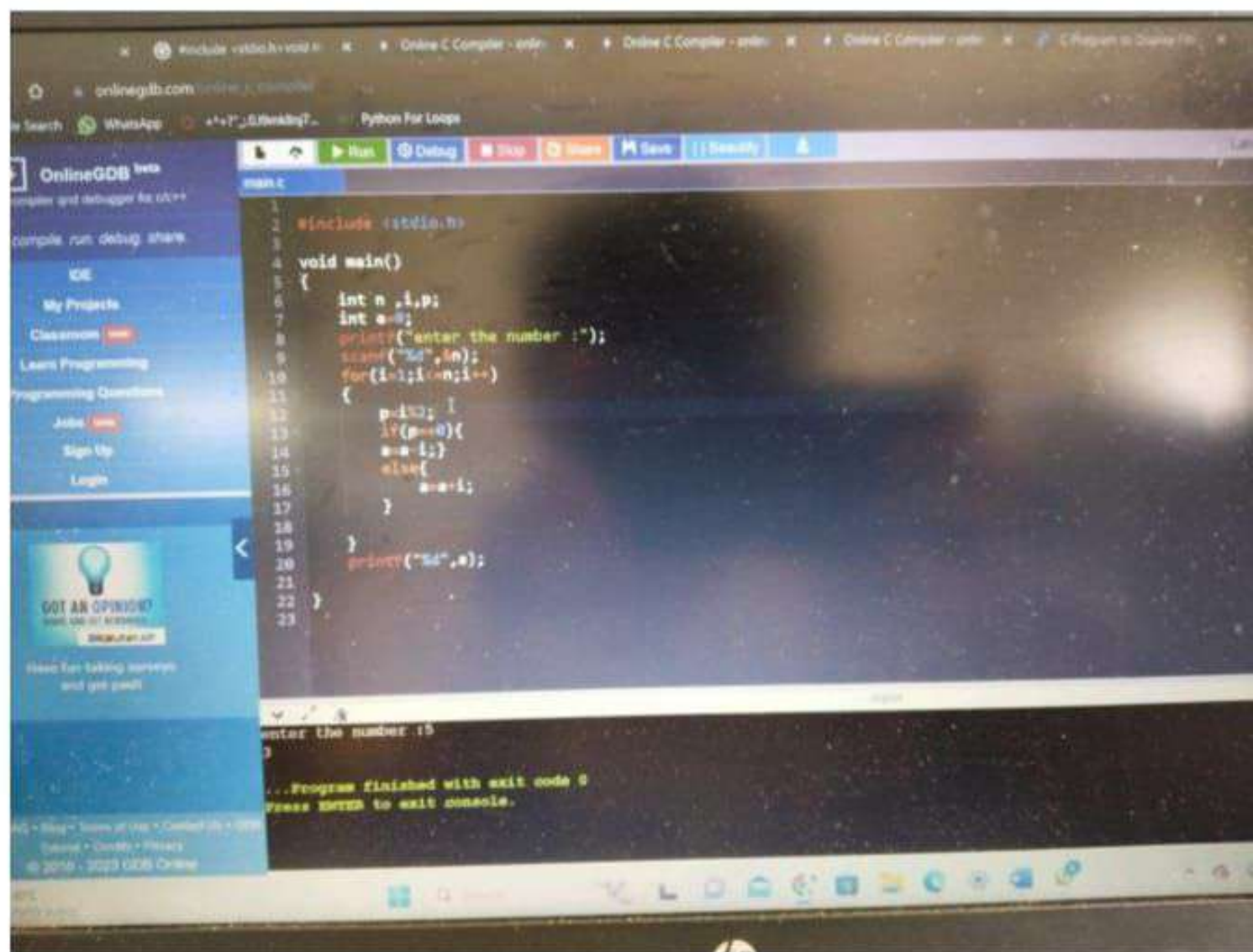
Step 2:- Declare a variable

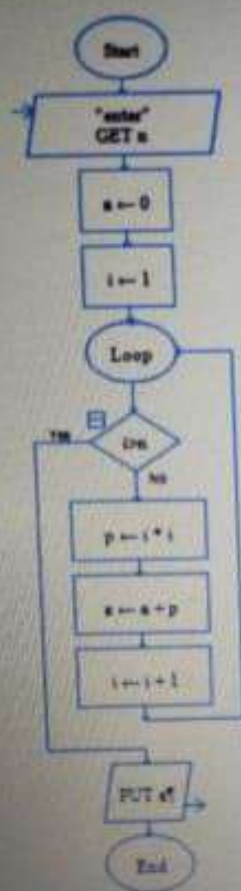
Step 3:- Start a loop that generates from 1 to n.

Step 4:- In each iteration of the loop, check if the variable.

Step 5:- Print the value.

Step 6:- End.





MasterConsole

Font Font Size Edit Help

---Run halted---

Can't compare these values: NUMBER_KIND STRING_KIND

---Error, run halted---

14

---Run complete. 23 symbols evaluated---

Clear

8) Step-1:- Begin

Step-2:- Declare int variable

Step-3:- Start a loop that iterate from 1 to n

Step-4:- 'Multiply' by 1 to alternate the sign even to other is 1

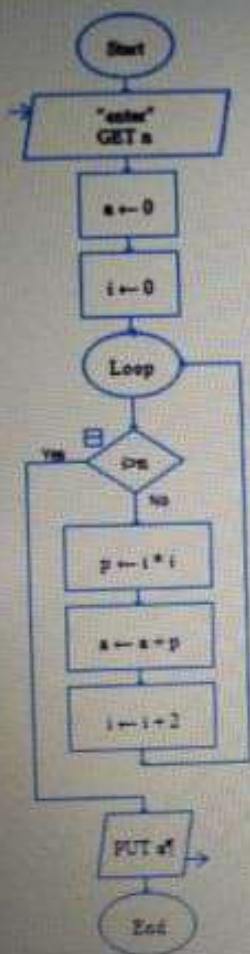
Step-5:- print the numbers.

Step-6:- END.

9)

Step-1:- Begin


```
beta
for c/c++
main.c
Run Debug Stop Share Save Beautify
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,i,p;
7     int a=0;
8     printf("enter the number :");
9     scanf("%d",&n);
10    for(i=1;i<=n;i++)
11    {
12        p=i*i;
13        a=a+p;
14    }
15    printf("%d",a);
16
17 }
18
enter the number :3
14
...Program finished with exit code 0
Press ENTER to exit console.
```



The screenshot shows the MasterConsole application window. The title bar reads 'MasterConsole'. The menu bar includes 'Font', 'Font Size', 'Edit', and 'Help'. The console output displays the following sequence of messages:

```
---Run halted---  
Can't compare these values: NUMBER_KIND STRING_KIND  
---Error, run halted---  
14  
---Run complete. 23 symbols evaluated ---  
20  
---Run complete. 23 symbols evaluated ---
```

Below the text, there is a cursor icon and a 'Clear' button in the bottom right corner.

nt variable
the generates

ation of
variable.

ive.

9)

Step 4: Multiply by 1 to alternate

Step 5: Print the numbers.

Step 6: END.

Step 1: Begin

Step 2: Declare the variable sum = 1 to 1

Step 3: Start a loop that continues while 1 is less than or
equal to "n"

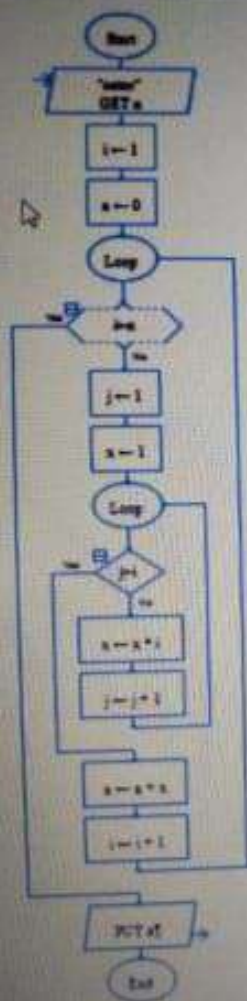
Step 4: Within the loop add "1" to "sum".

Step 5: Print the numbers


```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,i,p;
7     int a=1;
8     printf("enter the number :");
9     scanf("%d",&n);
10    for(i=1;i<=n;i++)
11    {
12        a=a*i;
13    }
14    printf("%d",a);
15
16 }
17
```

enter the number :5
120

...Program finished with exit code 0
Press ENTER to exit console.



The screenshot shows the MasterConsole application window. The title bar reads 'MasterConsole'. The menu bar includes 'Font', 'Font Size', 'Edit', and 'Help'. The console output displays the following sequence of values and completion messages:

```

4
3
9
27
---Run complete. 61 symbols evaluated---
1
5
32
---Run complete. 58 symbols evaluated---
1
5
32
---Run complete. 58 symbols evaluated---
32
---Run complete. 56 symbols evaluated---
  
```

At the bottom right of the console window, there is a 'Clear' button.

15)

Step 1: Begin

Step 2: initialize a variable sum to 0

Step 3: loop through all even numbers starting from 2 upto n

Step 4: for each even number, square to get the next

term.

Step 5: Return the sum variable as the final answer.

Step 6: Print the numbers

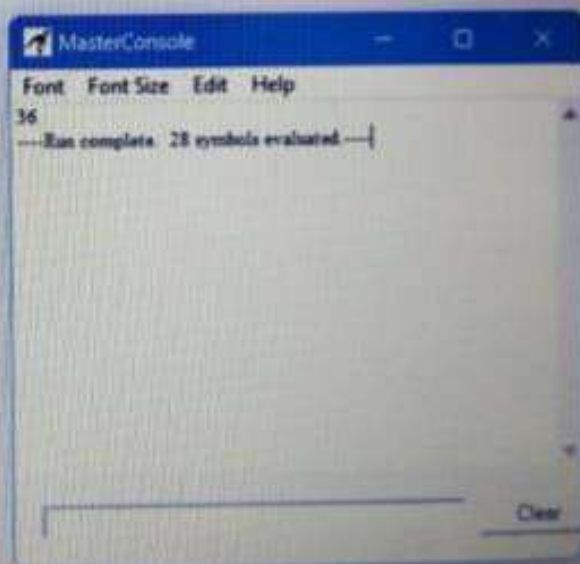
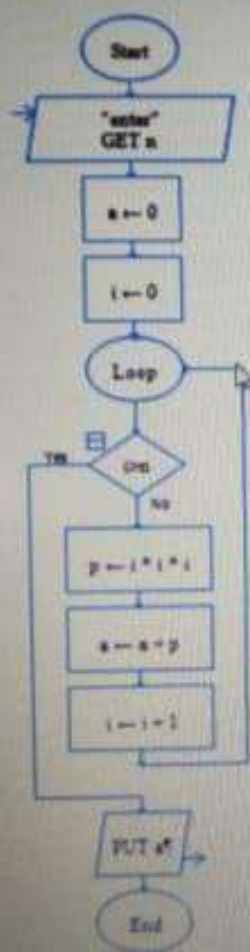
main.c

```
1
2 #include <math.h>
3 #include <stdio.h>
4 int main() {
5     int num, originalNum, remainder, n = 0;
6     float result = 0.0;
7
8     printf("Enter an integer: ");
9     scanf("%d", &num);
10
11     originalNum = num;
12     for (originalNum = num; originalNum != 0; ++n) {
13         originalNum /= 10;
14     }
15     for (originalNum = num; originalNum != 0; originalNum /= 10) {
16         remainder = originalNum % 10;
17         result += pow(remainder, n);
18     }
19     if ((int)result == num)
20         printf("%d is an Armstrong number.", num);
21     else
22         printf("%d is not an Armstrong number.", num);
23     return 0;
24 }
```

Enter an integer: 4561
4561 is not an Armstrong number.
...Program finished with exit code 0
Press ENTER to exit console.



main



Step - Begin

Step-2 - declare into variable.

Step-4: Read value.

Step-4: Condition $(i=1, i \leq a[i]++)$

Step-5 - print the variable.

```

1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,p=0,avg;
7
8     printf("enter no of numbers ::");
9     scanf("%d",&n);
10    int a[n];
11    for (int i=0;i<n;i++)
12    {
13        scanf("%d",&a[i]);
14    }
15    for(int j=0;j<n;j++)
16    {
17        p=p+a[j];
18    }
19    printf("sum of numbers is %d",p);
20    printf("\n average :: %d",p/n);
21
22 }
23

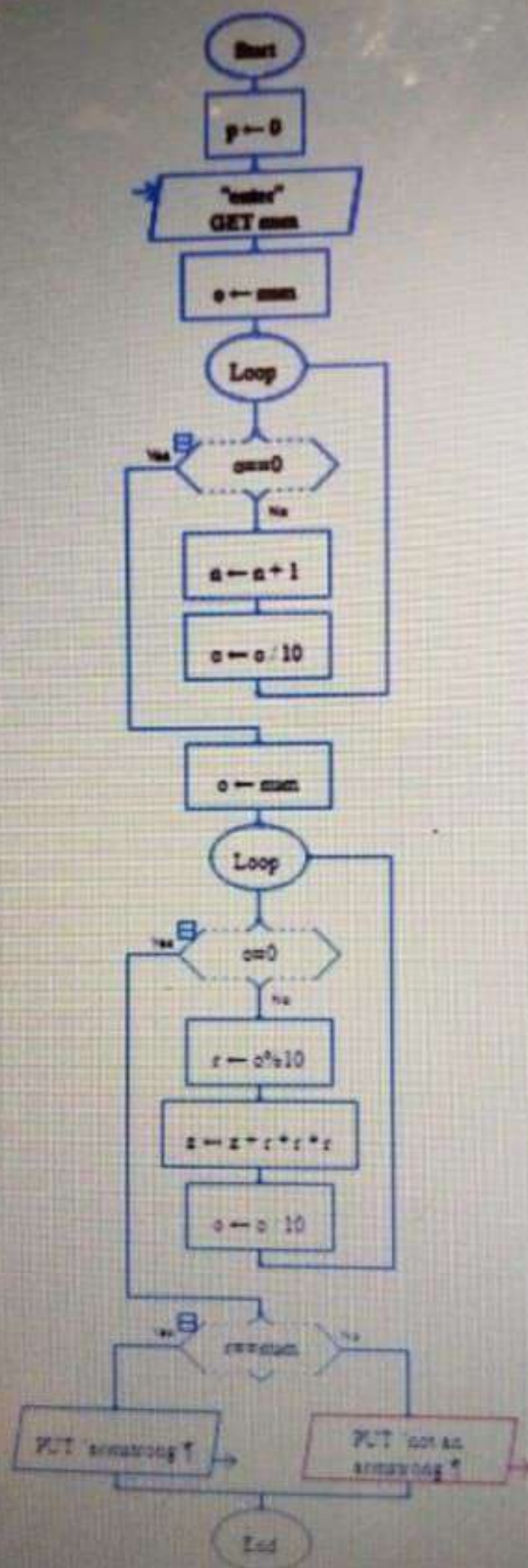
```

enter no of numbers ::5

1
2
3
4
5

sum of numbers is 15
average :: 3

...Program finished with exit code 0
Press ENTER to exit console.



Step 1 :- begin

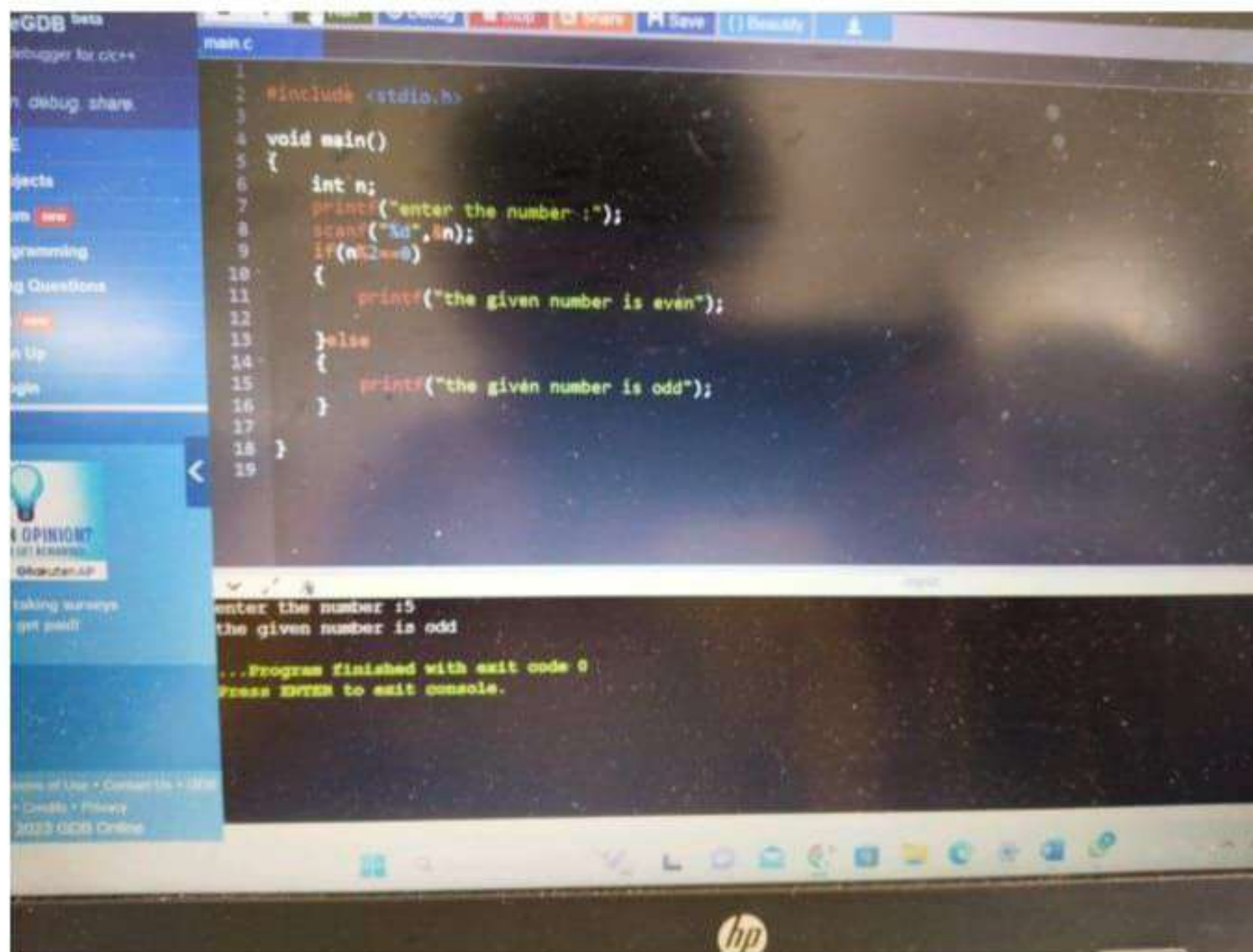
Step 2 :- declare in to variable

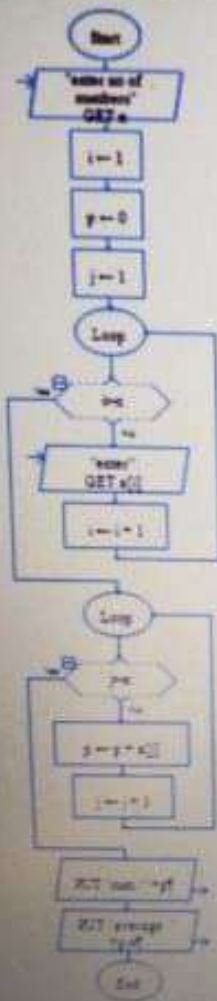
Step 3 :- Read value

Step 4 :- (condition $1.1.2 = 0$)

Step 5 :- print the variable

Step 6 :- END.





The screenshot shows a window titled 'MasterConsole' with a menu bar (Font, Font Size, Edit, Help). The output text is as follows:

```
sum :15
average :3
----Run complete. 52 symbols evaluated----
```

A 'Clear' button is located at the bottom right of the console area.

Step :- begin

Step 2 :- declare into variable

Step 3 :- Read a value.

Step 4 :- condition ($1.1.2.1=0$)

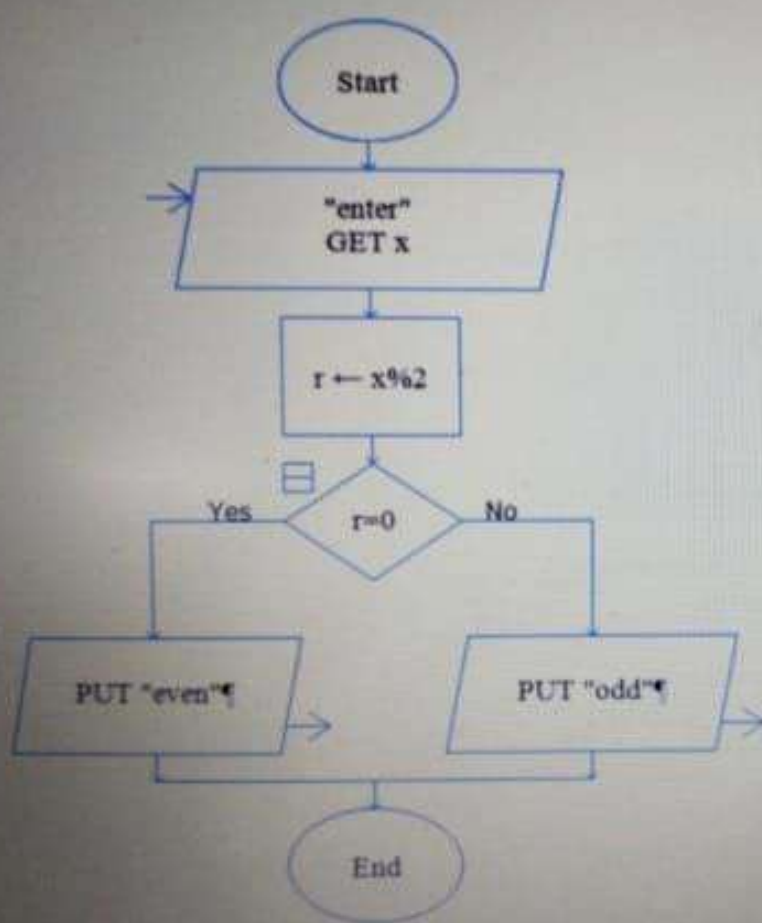
Step :- Print the value.

Step 5 :- END.


```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,rem,rev=0;
7     printf("enter the number :");
8     scanf("%d",&n);
9     printf("reverse number is :");
10    for(int i=0;n>1;i++){
11        rem=n%10;
12        n=n/10;
13        printf("%d",rem);
14    }
15
16 }
17
```

enter the number :1235564
reverse number is :465532

...Program finished with exit code 0
Press ENTER to exit console.



Step 1: Begin

Step 2: Declare the variable.

Step 3: Start a loop that if from
1 to n.

Step 4: Read the variable.

Step 5: Print the values

Step 6: END.

Run Debug Stop Share Save {} Beauti

main.c

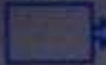
```
1
2  #include <stdio.h>
3
4  void main()
5  {
6      int n,rem,rev=0;
7      printf("enter the number :");
8      scanf("%d",&n);
9      for(int i=0;n>1;i++){
10         rem=n%10;
11         n=n/10;
12         rev=rev+rem;
13     }
14     printf("sum of its digits = %d",rev);
15 }
16
```

enter the number :456
sum of its digits = 15

...Program finished with exit code 0
Press ENTER to exit console.

Symbols

Assignment



Call

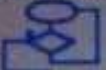


Input



Output

Selection



Loop

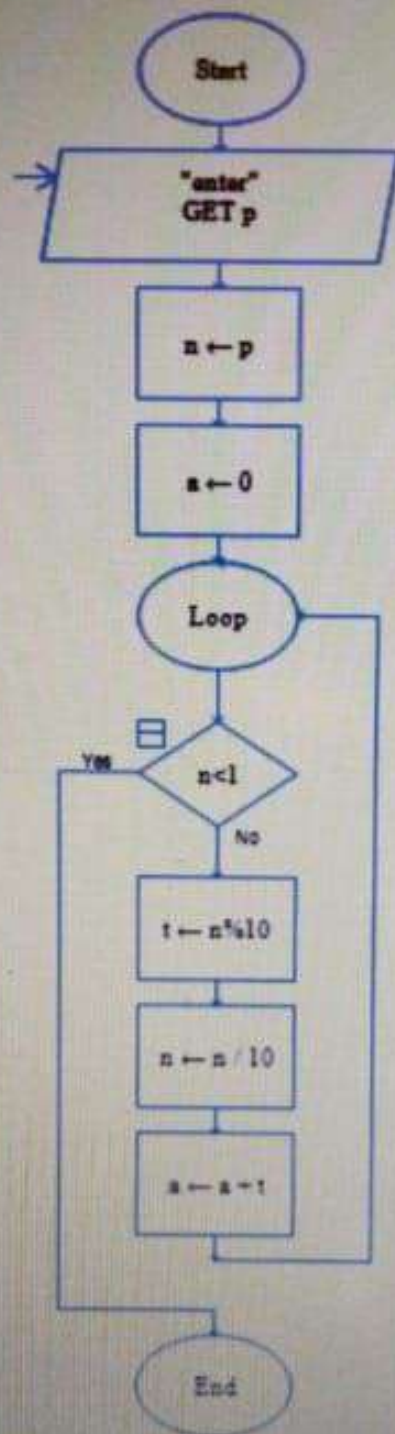
n: 0.4560

p: 456

rev: 660.5600

t: 4.5600

main



Search

Step 1: Begin

Step 2: Declare the variable

Step 3: Start a loop that runs from

1 to n

Step 4: At each iteration of the loop, calculate the values of each term.

Step 5: Print the values.

Step 6: END.

Step 5.

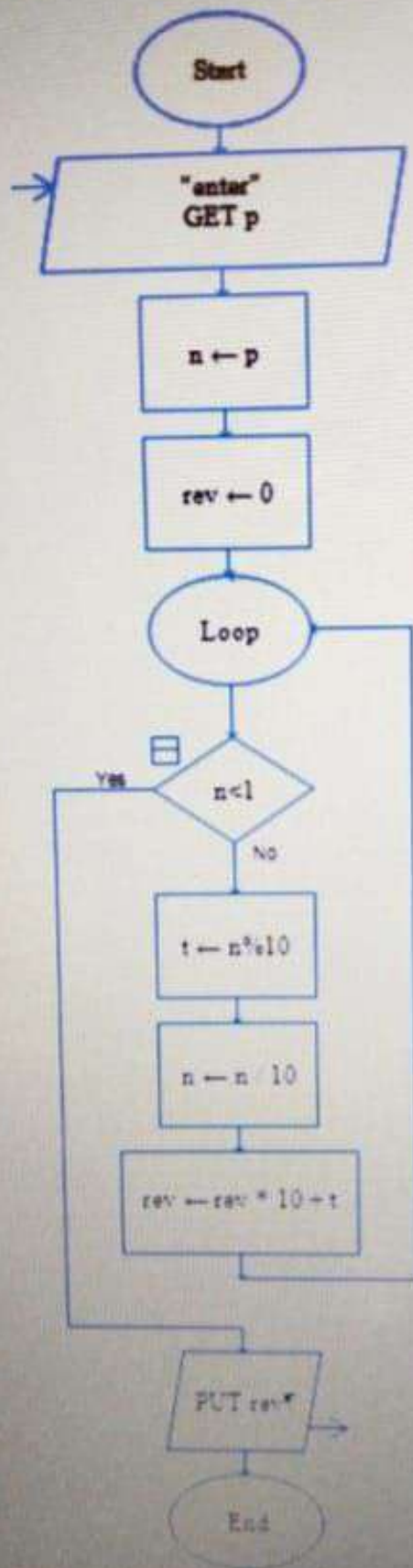
Step 6

main.c

```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n, rem, rev=0;
7     printf("enter the number :");
8     scanf("%d", &n);
9     printf("digits of the nnumbers are :");
10    for(int i=0; n>1; i++){
11        rem=n%10;
12        n=n/10;
13        printf(" %d", rem);
14    }
15 }
16
17
```

enter the number :456
digits of the nnumbers are : 6 5 4
...Program finished with exit code 0
Press ENTER to exit console.





Step 1:- Begin

Step 2:- Declare int variable.

Step 3:- Start a loop that iterates
from 2 to n. ✓

Step 4:- In each iteration of the loop
check current value of i is

Test whether $i \% 2 = 0$,

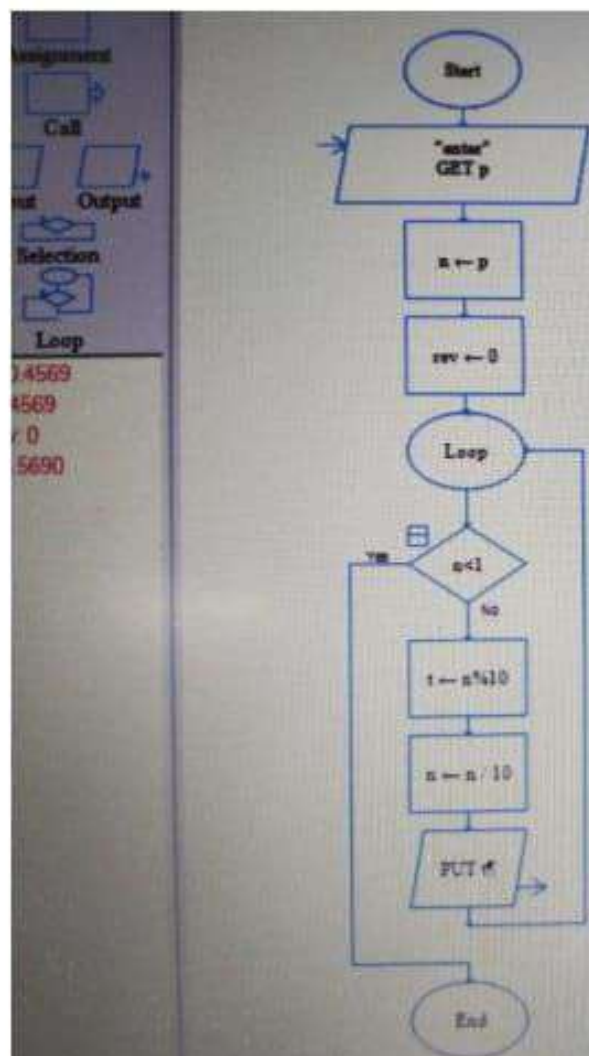
Step 5:- print the value.

Step 5:- end.


```
debug share  
cts  
new  
mning  
uestions  
IVON?  
AREA  
tenAD  
surveys  
all  
Contact Us + 008  
Privacy  
ne_c_compiler#tab=sdin
```

```
#include <stdio.h>  
  
void main()  
{  
    int n,i,p;  
    int a=8;  
    printf("enter the number :");  
    scanf("%d",&n);  
    for(i=1;i<=n;i++)  
    {  
        p=i*i;  
        a=a*p;  
    }  
    printf("%d",a);  
}
```

```
enter the number :3  
36  
...Program finished with exit code 0  
Press ENTER to exit console.
```



MasterConsole

Font Font Size Edit Help

660.5600

—Run complete. 23 symbols evaluated—

9

6.9000

5.6900

4.5690

—Run complete. 27 symbols evaluated—

74)

Step 1: Begin

Step 2: Declare a variable

Step 3: Start a loop the iterates from 1 to n.

Step 4: In each iteration of the loop, check if the variable.

Step 5: print the value.

Step 6: End.

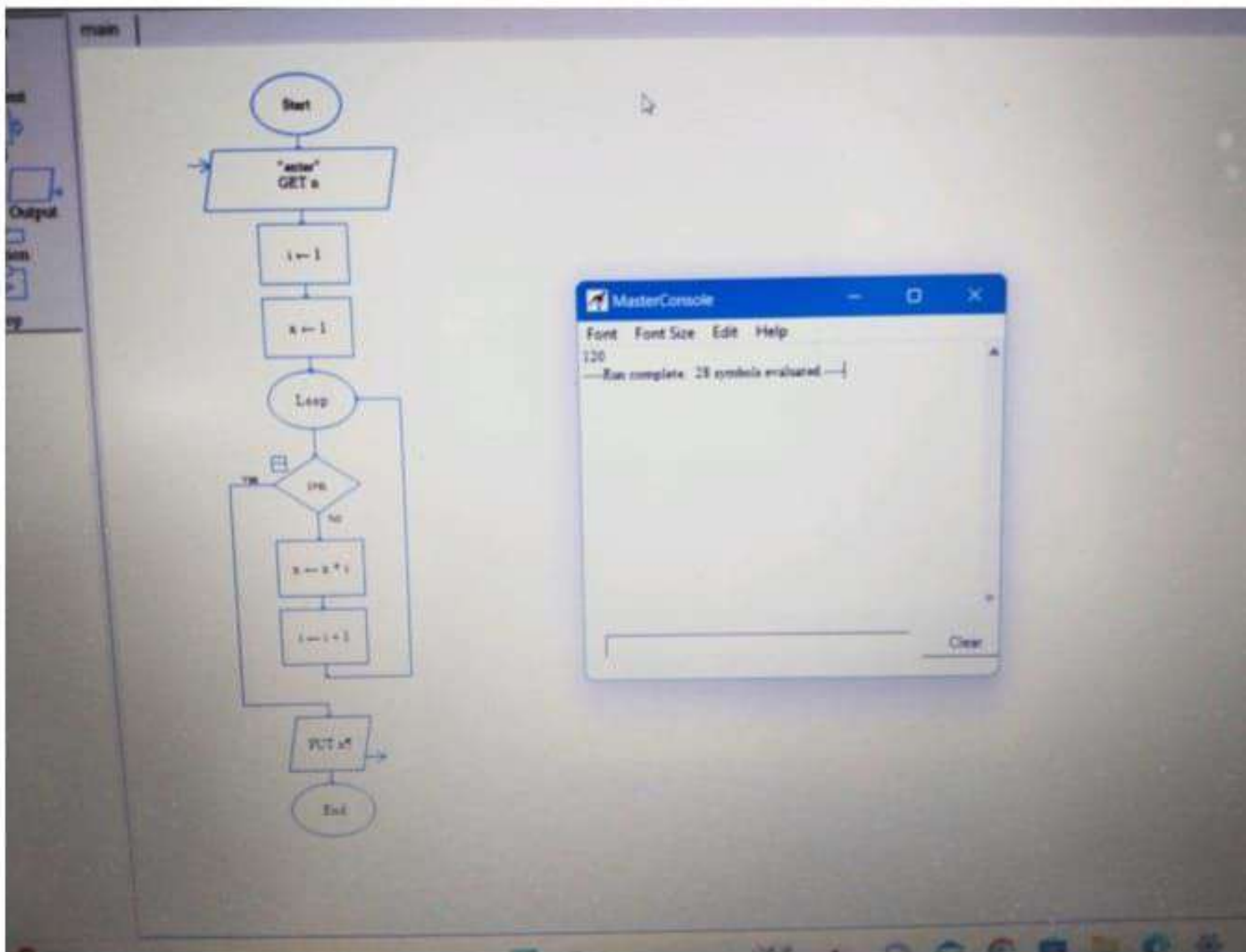
The image shows a screenshot of a C++ IDE. The top toolbar includes buttons for Run, Debug, Stop, Step, Save, and Beautify. The file explorer on the left shows a project structure with folders like 'data', 'src', and 'share'. The main editor window displays a C++ program in 'main.c'.

```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n ,i,p;
7     int a=0;
8     printf("enter the number :");
9     scanf("%d",&n);
10    for(i=1;i<=n;i=i+2)
11    {
12        p=i*i;
13        a=a+p;
14    }
15    printf("%d",a);
16 }
17
18
```

Below the code editor, the console output is visible:

```
enter the number :3
10
...Program finished with exit code 0
Press ENTER to exit console.
```

The Windows taskbar is visible at the bottom of the screen.



Step-1:- Begin

Step-2:- Declare 'int variable'

Step-3:- Start a loop that iterate from 1 to n

Step-4:- 'Multiply' by 1 to alternate the sign even to other is 1.

Step-5:- print the numbers.

Step-6:- END.

At the end of the program

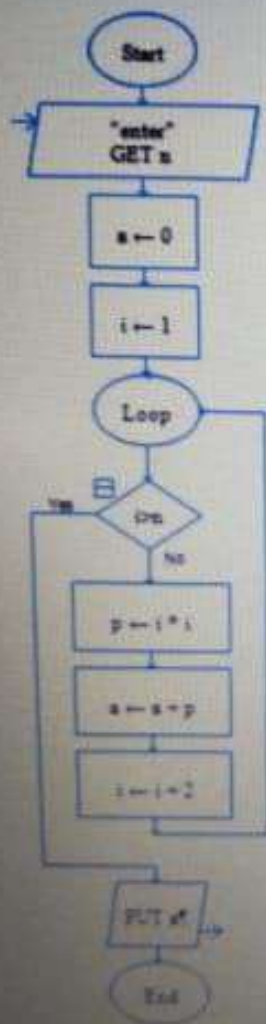
main.c

```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,a=0;
7     printf("enter the number :");
8     scanf("%d",&n);
9     for(int i=1;i<=n;i++)
10     {int x=1;
11     for (int j=1;j<=i;j++)
12     {
13         x=x*i;
14     }
15     a=a+x;
16     }
17     printf("%d",a);
18
19
20 }
21
```

enter the number :3

32

...Program finished with exit code 0
Press ENTER to exit console.



The screenshot shows a window titled 'MasterConsole' with a menu bar containing 'Font', 'Font Size', 'Edit', and 'Help'. The main text area displays the number '10' and the message '---Run complete. 18 symbols evaluated.---'. A 'Clear' button is located at the bottom right of the window.

Step-1: Begin

Step-2: Declare the variable $sum = 1$ to 1

Step-3: Start a loop that continues while 1 is less than or equal to "n"

Step-4: Within the loop add "1" to "sum".

Step-5: Print the numbers

main.c

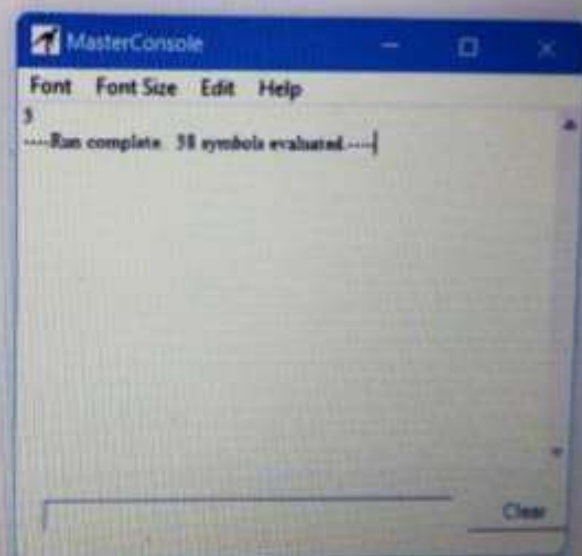
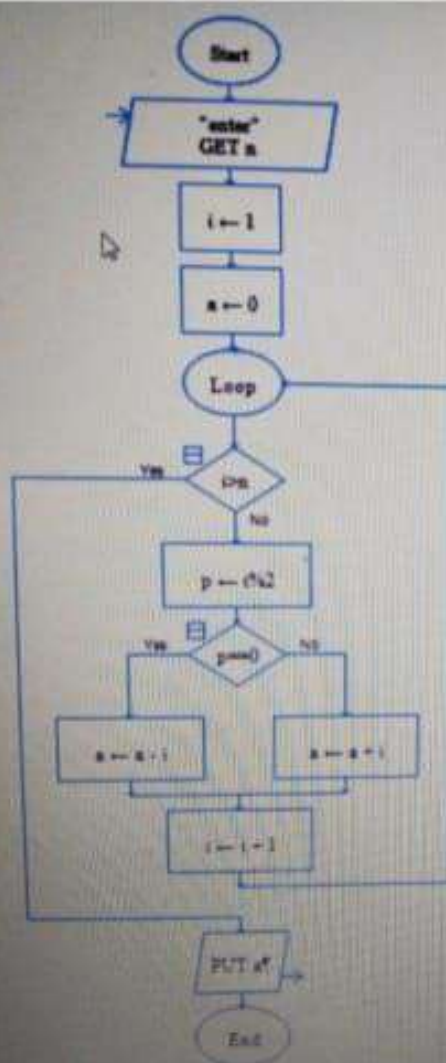
```
1
2 #include <stdio.h>
3
4 void main()
5 {
6     int n,i,p;
7     int a=0;
8     printf("enter the number :");
9     scanf("%d",&n);
10    for(i=0;i<=n;i=i+2)
11    {
12        p=i*i;
13        a=a+p;
14    }
15    printf("%d",a);
16
17 }
18
```

enter the number :3

4

...Program finished with exit code 0
Press ENTER to exit console.

main.c • C/C++



Step 1: Begin

Step 2: Initialize a variable sum to 0

Step 3: loop through all even numbers starting from 2 upto n

Step 4: for each even number, square to get the next item.

Step 5: Return the sum variable as the final answer.

Step 6: Print the numbers