1. Reverse of a Number

```
#include <stdio.h>
int main()
{
  int num, reverse = 0, digit;
  printf("Enter a number: ");
  scanf("%d", &num);
  while (num > 0) {
    digit = num % 10;
    reverse = reverse * 10 + digit;
    num = num / 10;
  }
  printf("Reversed number = %d \n", reverse);
  return 0;
}
```

2. Palindrome Number

```
#include <stdio.h>
int main()
{
  int num, original, reverse = 0, digit;
  printf("Enter a number: ");
  scanf("%d", &num);
  original = num;
  while (num > 0) {
    digit = num % 10;
    reverse = reverse * 10 + digits;
    num = num / 10;
  }
  if (original == reverse) {
```

```
        printf("%od is a palindrome number\n", original);
    }
    else {
        printf("%od is not a palindrome number\n", original);
    }
    return 0;
}
```

3. Armstrong number in a given range

```
#include <stdio.h>
int main()
{
  int start, end, num, temp, digit, sum;
  printf("Enter start value:");
  scanf("%od", &start);
  printf("Enter end value:");
  scanf("%od", &end);
  printf("Armstrong numbers between %od and %od are:\n",
      start, end);
  for (num=start; num<=end; num++) {
    temp=num;
    sum=0;
    while (temp>0) {
      digit=temp %10;
      sum=sum+(digit*digit*digit);
      temp=temp/10;
    }
    if (sum==num) {
      printf("%od", num);
    }
}
```

```
    return 0;
}
```

4. Fibonacci series upto nth term

```
#include <stdio.h>
int main() {
    int n, a=0, b=1, next, i;
printf("Enter number of terms: ");
Scanf("%od", &n);
printf("Fibonacci Series: ");
for (i=1; i<=n; i++) {
    printf("%od", a);
    next = a+b;
    a=b;
    b=next;
}
return 0;
}
```