Assignment=4

1. Write a program to print MySirG 5 times on the screen.

```c
#include <stdio.h>
int main()
{
    int i=1;
    while(i<=5)
    {
        printf("MySirG\n");
        i++;
    }
}
```

2. Write a program to print the first 10 natural numbers.

```c
#include <stdio.h>
int main()
{
    int i=1;
    while(i<=10)
    {
        printf("%d\n",i);
        i++;
    }
}
```

3. Write a program to print the first 10 natural numbers in reverse order.

```c
#include <stdio.h>
int main()
{
    int i=10;
    do
    {
        printf("%d\n",i);
        i--;
    }while(i>=1);
```

```
      }
```

4. Write a program to print the first 10 odd natural numbers.

```c
#include <stdio.h>
int main()
{
      int i=1;
   do
      {
            printf("%d\n",2*i-1);
            i++;
      }while(i<=10);
}
```

5. Write a program to print the first 10 odd natural numbers in reverse order.

```c
#include <stdio.h>
int main()
{
      int i=10;
   do
      {
            printf("%d\n",i*2-1);
            i--;
      }while(i>=1);
}
```

6. Write a program to print the first 10 even natural numbers.

```c
#include <stdio.h>
int main()
{
      int i=1;
   do
      {
            printf("%d\n",i*2);
            i++;
      }while(i<=10);
```

```
}
```

7. Write a program to print the first 10 even natural numbers in reverse order.

```c
#include <stdio.h>
int main()
{
    int i=10;
    do
      {
            printf("%d\n",i*2);
            i--;
      }while(i>=1);
}
```

8. Write a program to print squares of the first 10 natural numbers.

```c
#include <stdio.h>
int main()
{
    int i;
    for(i=1;i<=10;i++)
            printf("%d * %d = %d\n",i,i,i*i);
}
```

// 9. Write a program to print cubes of the first 10 natural numbers.

```c
#include <stdio.h>
int main()
{
    int i;
    for(i=1;i<=10;i++)
            printf("%d * %d * %d = %d\n",i,i,i,i*i*i);
}
```

10. Write a program to print a table of 5.

```c
#include <stdio.h>
int main()
{
    int i;
```

```c
        for(i=1;i<=10;i++)
                printf("%d *  %d  = %d\n",5,i,5*i);
}
```