# Assignment - 1

Write Algorithm or Howchart

1) Check if the given number is EVEH or ODD.

Algorithm: -

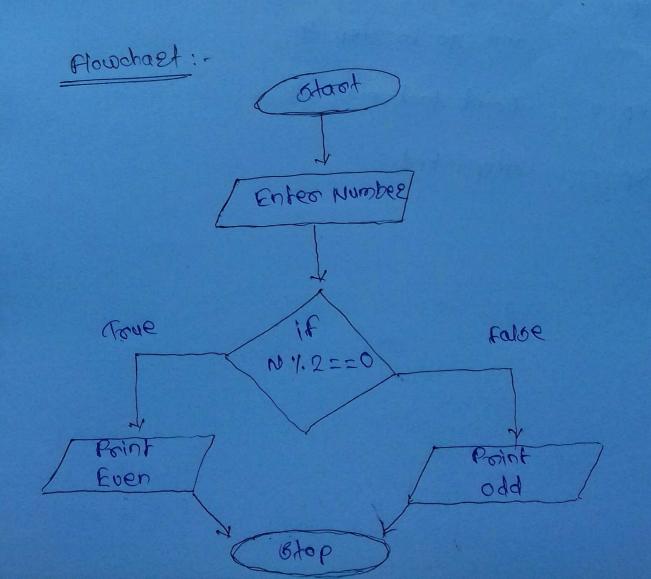
Step 1: - Bloom the program

Otep 2. - Read / Input the number

otep 8: if n1.2 == 0 then point number is

even

otep 4: else ... point number is odd.



@ Find the factorial of a given number.

Algorithm: -

Step1: - Start

otep 2: - Read a Number - n

otep 8: - Initialize variables

i=1, f=1

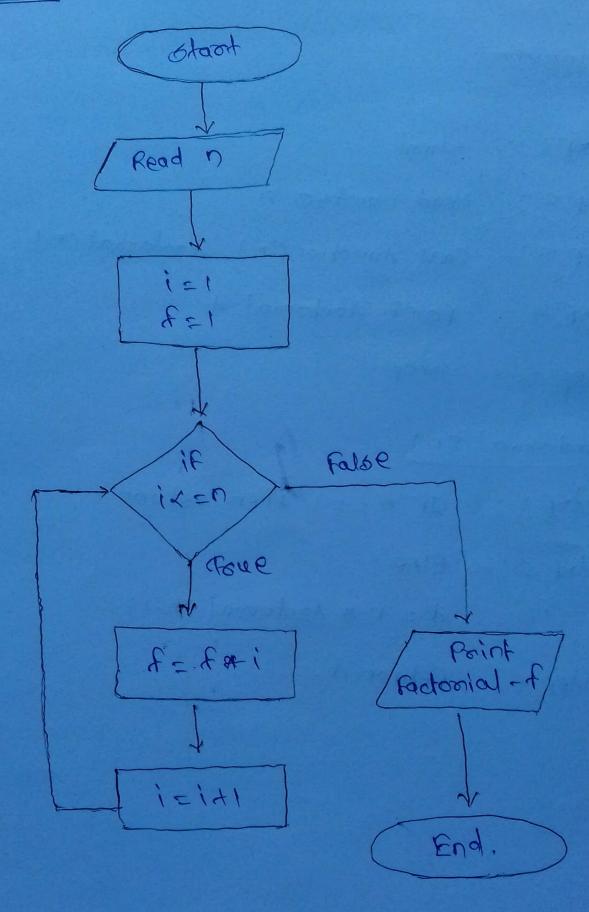
step 4: - if ix=n go to Gtep 4
otherwise go to Gtep & 7

6tep 5: - Calculate f=f # i

step 6: - Increment the 1 by 1 (i = i+1)
and go to Gtep 4

Btep 7: Point factorial 'f'

Otep 8: Gtop / End.



@ find the factorial of a number using Recursion

# Algorithm:

Gtep 1 :- Gtant

6tep e: - Read number n

Btep 8: - (all function(n) factorial (n)

Btep 4: - Point factoroial of

Brep 5: Grop.

### factorial (n)

Otep1: - OF n==1 then rectuen 1

Gtep 2: - Else

f = n & factoralal (n-1)

Gtep 8: - Return f.

4) swap two numbers without using the Hied variable appropriate.

### Algorithm

Otepi :- Glast

Glep 2: - Read a, b

Greps: - a = a+b

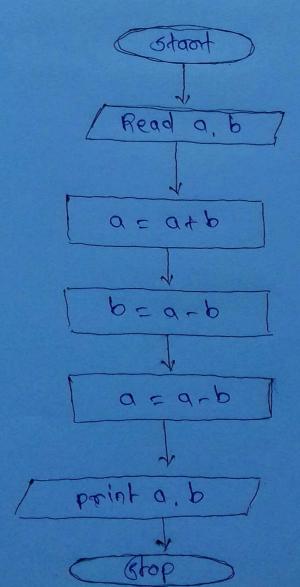
Btep 4: b = a-b

Breps: acarb

Brepa: - point a, b

Grep 7: - Grop.

#### Flowchart



6) check whether the given number is Positive or Negative.

Algorithm:

otepi: Glast

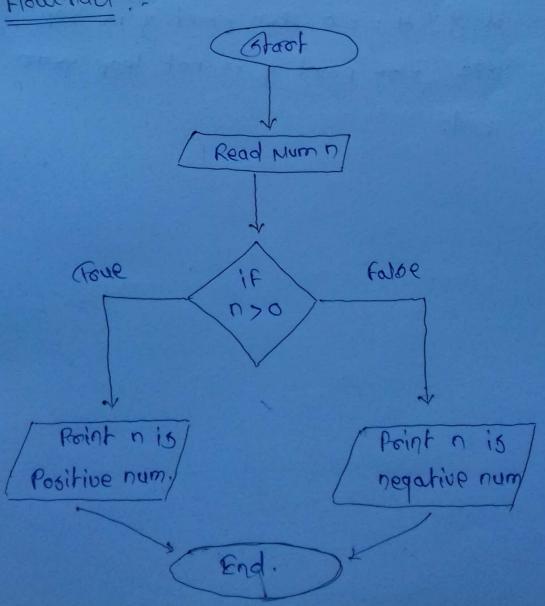
Grep 2: - Read Number n

Gteps: - if n>0; point positive number

Glep 4: - Else, point negative number

Gtep 5: - Gtop / End.

Flowchaet: -



6 find whether a given number is leap year or NOT.

# Algorithm:

Step 1: - Gract

Grep 2- Read | Enter year y.

Grep 8: - if y 1. 400 = = 0 then point y is leap year else go to Gtep 4

Brep 4: - if y 1. 100 == 0 then point y is not leap year of go to step 5.

Step 5: - if g'1. H = = 0 then proint y is leap year else point y is not leap year. Grep 6 :- End.

@ Point 1 to 10 - without using doop.

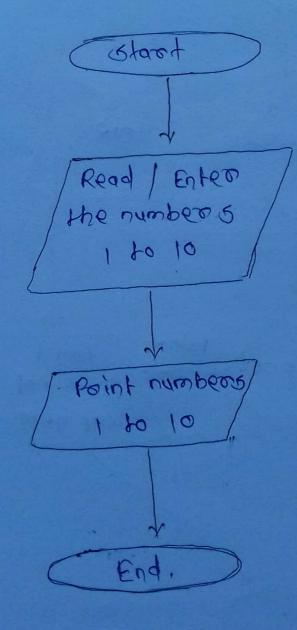
Algorithm:

Step 1: - Broot.

Otep e: Read | Enfer the numbers 1 to 10.

Glep B:- Point the numbers 1 to 10.

Flowchast ! -



(8) To print the digits of a given numbers. Algorithm .\_ Step 1: - Brant otep 2:- Read | Enter the number o Grep 8: - bet count 0 = 0 Brep 4: - while (n!=0) Increçose count oft of olidine number n= p/10: 6tep 5 :- Point count Grepa: End. Chart Flowchard :-Read n 0=0 Faloe Prove n= n/10 Point Ount C End.

De point all the factors of the given numbers.

Algorithm :-

Btep 1: - Blant

Otep 2: - Read | Enter the number n

Otep 8: - Bet is 1 f n= 0/2

Grep 4: . if (n1, i ==0) then i++ (foo i=1)

Brep 5 : Point i

Grep 6 :- End.

Howchart: -Graot Enter n n= 1/2 600 Faloe i=1 60 A True itt End Foul Touc Point

10 Find the sum of the digits of a given number Algorithm : . Grep 1: Grat Grep 2: - Read Number n Step 8: - Bet 0=0; Grep 4:- while (n! =0), 0=0 n%10 5= 5+0 n= n110 otep 5 :- Point o Grepe :- End. start flowchast :-Read n 5=0 False Tour E= 0.10 10 Peint 5=5+6 n=110 End

(11) find the smallest of three numbers: Algorithm: -Step1: Grast Grep 2: Read Numbers, a, b, c Grep B: - check if axb and axc, point a small else point comall. Grep 4- check if axb Rolse, check bxc frame point b small else a-small. Gtep 5 - End. storef Flowchast: -Read a, b, C Fore false Tove False Foul b is smay C small

(12) Add two numbers without using anithmatic operators.

Algorithm : -

Glep 1: - Grast

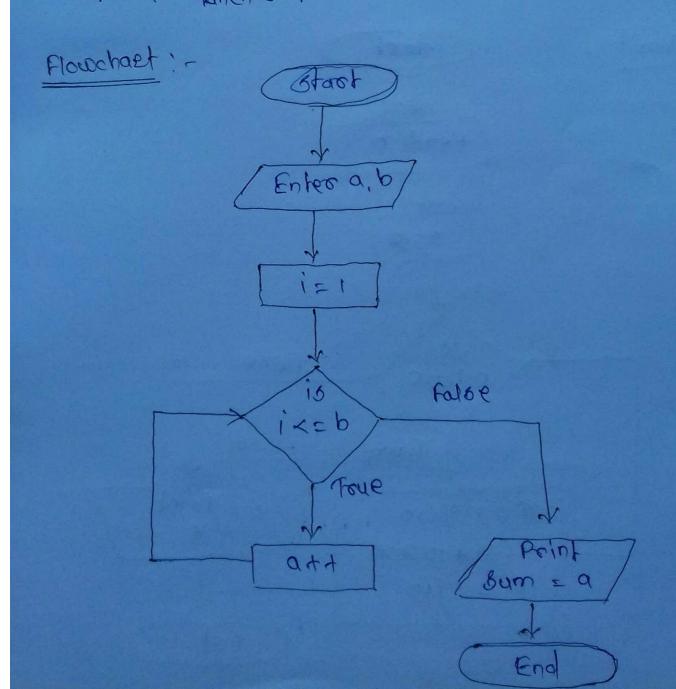
Glep 2: - Read / Enter a, b

Step 8: - Bet i= 1

Btep 4: FOO (is); K=b; i++)

att;

Grep 5: When step 4 false point sum = 9.



(18) Program to Reverse a given number.

### Algorithm:

Step 1: Black

otep 2: - Read n

step 8: - 0 = 0

Otep 4: - while (n!=0) ->

0 = 0.00; 0 = 0.00;

step 5 :- Point 5

Grep 6 :- End.

Flowchaet: - Glast

Read 
$$n$$
 $n! = 0$ 

Foue

 $6 = n \% 10$ 
 $5 = 5 * 10 + 6$ 
 $n = n \%$ 
 $n = n \%$ 
 $n = n \%$ 
 $n = n \%$ 
 $n = n \%$ 

To find GCD (Greatest Common Divisor) (HCF) of two given numbers. Algorithm: -Grep 1 . Glast Grep 2: Read n, , n2 Greps: if (n, = n2) then Go to Greps (Step 4: - if (n,7 n2) then ni = ni-nz go to btep 3 else n2 = n2 -n, 90 to step 3 (steps: - Point n. Grepo: - End. start Howehast :-Read ni, na Fore Point FIRE False Frue Falo e if End 71702 n1=n1-n2 12=12-11

2

2

2

15) To find LCM OF a two given numbers. Algorithm .\_ Glep1: - Black Brep 2: Enter n, 4 n2 Brep B: - Find max ((n1>n2) ? n, : n2) Gtep 4: - if max 10 n1 ==0 f max 10 n2 ==0 being rold = word Step 5: - else incomment may by 1 4 go to Grep 4. Otep 6: - Grop / End. Brast Howchart Enter n, 4 n2/ max = (n,712) 8 n: 12 Frue max 1/0 n = = 0 max % n2 == 9 Point Long = False max max ++

End.

(16) foodcow to ting the ot two diner unpose? using frome Addoors.

Algorithm: -

Grep 1: Groot

Glep 2: - Read | Enter the numbers nif n2;

Breps: - find max - (n,>n2 9 n1:n2)

Grep4 !- while ( max 1/0 n, ! =0 11 max 1/0 n2 1=0)

max = max + t

1+1

Gleps: - Point the value of max

Brepa! - End.

(17) check whether the given number is Palindroome or NOT.

## Algorithm: -

Grep 1: Grant

Btep 21 - Read | Enter number n

Grep 8: - demp = n, 6=0

Brep 4: - while ( temp! =0)

0 = temp 10 10;

5=5\*10+0;

temp = temp 1 10;

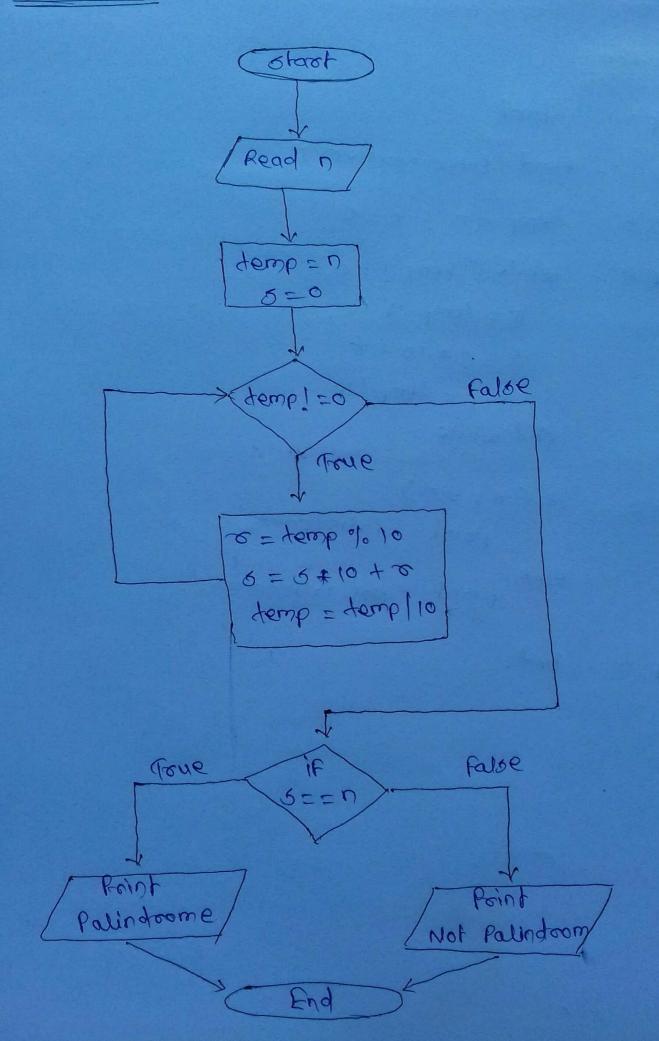
end while

Glep 5:- if (5==n)

point - "Palindrome"

else point " Not Palindroome"

Steps: End.



(18) Program to point all the Prime factors of the given number.

# Algorithm! -

Blep 1: - Gloot

Gtep 2: - Read Number n,

Otep 8: - for ( i=2; i \* i <=n; i++)

create while loop
while (n 90 i = =0) then obvide n

Point value of i

Grep 4: - if (n>1) then point proemaining value of i

Grep 5: - End.

(19) To point the EVEN numbers in series within given range

Algorithm: -

Blep 1: - Black

Step 2: - Enter Range NI & N2

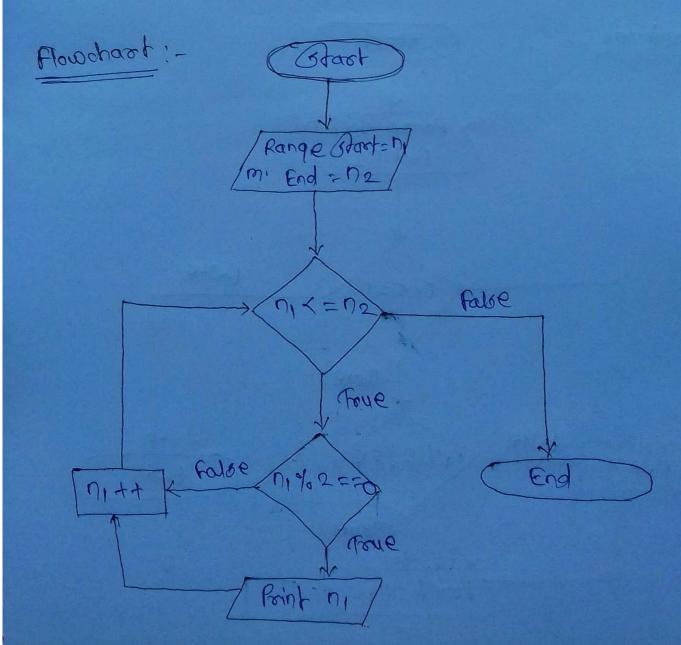
Store = NI End = N2

Steps: - check if nix=nz trove then

11%2 ==0 → point n1

else - n, ++

Grep 4: et Grop.



20 To point the opp numbers in a series with given range.

Algorithm:

Step 1: - Start

Otep 2:- Read Range Glast = n1, End = n2

Grep 8: - check if nix=n2 tout

11.1029=0 beint 11

else nitt

Brep 4: - When Glep 3 False - End/Glop.

