1)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=1;i<=10;i++){

Console.WriteLine ("welcome in the programming world");

}

}

}

2)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=1;i<=15;i++){

Console.Write(" " +i);

}

}

}

3)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=2;i<=20;i=i+2){

Console.Write(" " +i);

}

}

}

4)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=1;i<=20;i=i+2){

Console.Write(" " +i);

}

}

}

5)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=1;i<=20;i++){

Console.Write(" " +i);

}

}

}

6)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=100;i<=1000;i++){

Console.Write(" " +i);

}

}

}

7)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=20; i>=1; i--){

Console.Write(" " +i);

}

}

}

8)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i;

for(i=1000; i>=100; i--){

Console.Write(" " +i);

}

}

}

9)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i,sum=0;

for(i=1;i<=15; i++){

sum=sum+i;

}

Console.Write("Sum " +sum);

}

}

10)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int sum=0,n,i;

n=20;

for(i=2;i<=n;i=i+2){

sum= sum+ i;

}

Console.WriteLine("sum=" +sum);

}

}

11)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int sum=0,n,i;

n=20;

for(i=1;i<=n;i=i+2){

sum= sum+ i;

}

Console.WriteLine("sum=" +sum);

}

}

12)

using System;

class HelloWorld {

static void Main() {

int x,y,sum=0,i;

Console.WriteLine("Enter x and y");

x=Convert.ToInt32(Console.ReadLine());

y=Convert.ToInt32(Console.ReadLine());

if(x<y){

for(i=x; i<=y; i++)

{

sum=sum+i;

}

}

else{

for(i=y; i>=x; i--)

{

sum=sum+i;

}

}

Console.WriteLine("sum="+sum);

}

}

13)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n,i;

char ch;

Console.WriteLine("Enter number and character:");

n=Convert.ToInt32(Console.ReadLine());

ch=Convert.ToChar(Console.ReadLine());

for(i=1;i<=n;i++){

Console.WriteLine(""+(ch++));

}

}

}

14.Accept number from user and print its factor

using System;

class HelloWorld {

static void Main() {

int n,i;

Console.WriteLine("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n/2; i++)

{

if(n%i==0)

{

Console.WriteLine(" "+i);

}

}

}

}

15. Pronic number

using System;

class HelloWorld {

static void Main() {

int n,flag=0,i;

Console.WriteLine("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n/2; i++)

{

if(n==(i\*(i+1)))

{

flag=1; break;

}

}

if(flag==1)

{

Console.WriteLine("Its pronic");

}

else

{

Console.WriteLine ("Its not pronic");

}

}

}

20)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int x,n,i,sum=0;

Console.WriteLine ("enter x and n");

x=Convert.ToInt32(Console.ReadLine());

n=Convert.ToInt32(Console.ReadLine());

for(i=1;i<=n;i++){

sum=sum+(i\*x);

Console.WriteLine ("sum="+sum);

}

}

}

21)class HelloWorld {

static void Main() {

int x,y,sum=0,i;

Console.WriteLine("Enter x and y");

x=Convert.ToInt32(Console.ReadLine());

y=Convert.ToInt32(Console.ReadLine());

if(x<y){

for(i=x; i<=y; i++)

{

sum=sum+i;

}

}

else{

for(i=y; i>=x; i--)

{

sum=sum+i;

}

}

Console.WriteLine("sum="+sum);

}

}

14.Accept number from user and print its factor

using System;

class HelloWorld {

static void Main() {

int n,i;

Console.WriteLine("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n/2; i++)

{

if(n%i==0)

{

Console.WriteLine(" "+i);

}

}

}

}

14. Pronic…

15. Pronic number

using System;

class HelloWorld {

static void Main() {

int n,flag=0,i;

Console.WriteLine("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n/2; i++)

{

if(n==(i\*(i+1)))

{

flag=1; break;

}

}

if(flag==1)

{

Console.WriteLine("Its pronic");

}

else

{

Console.WriteLine ("Its not pronic");

}

}

}

16. prime no. or not

using System;

class HelloWorld {

static void Main() {

int n,flag=0,i;

Console.WriteLine("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=2; i<=n/2; i++)

{

if(n%i==0)

{

flag=1; break;

}

}

if(flag==0)

{

Console.WriteLine("Its prime number");

}

else

{

Console.WriteLine ("Its not prime number");

}

}

}

17. perfect no. or not

using System;

class HelloWorld {

static void Main() {

int i,sum=0,n;

Console.WriteLine("enter number:");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n/2; i++)

{

if(n%i==0)

{

sum=sum+i;

}

}

if(sum==n)

{

Console.WriteLine("perfect");

}

else{

Console.WriteLine("not perfect");

}

}

}

18) fibonasis series

using System;

class HelloWorld {

static void Main() {

int i,f1=0,f2=1,f3,n;

Console.WriteLine("enter number:");

n=Convert.ToInt32(Console.ReadLine());

if(n<=0){

Console.Write("invalid");

}

else if(n==1){

Console.Write(" "+f1);

}

else{

Console.Write(f1+" "+f2);

for(i=3;i<=n;i++){

f3=f1+f2;

Console.Write(" "+f3);

f1=f2;

f2=f3;

}

}

}

}

19. find gcd and lcm

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int a,b,n,gcd=0,lcm,i;

Console.WriteLine ("Enter a and b");

a=Convert.ToInt32(Console.ReadLine());

b=Convert.ToInt32(Console.ReadLine());

if(a<b){

n=a;

}

else{

n=b;

}

for(i=1; i<=n; i++){

if(a%i==0 && b%i==0){

gcd=i;

}

}

lcm=(a\*b)/gcd;

Console.WriteLine("gcd="+gcd);

Console.WriteLine("lcm="+lcm);

}

}

20. sum=1x+2x+3x+4x+……..

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int x,n,i,sum=0;

Console.WriteLine ("Enter n");

n=Convert.ToInt32(Console.ReadLine());

x=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n; i++)

{

sum=sum+(x\*i);

Console.WriteLine("sum="+sum);

}

}

}

21. sum=1x+3x+5x+…..

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int x,n,i,sum=0;

Console.WriteLine ("Enter n");

n=Convert.ToInt32(Console.ReadLine());

x=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n\*2; i=i+2)

{

sum=sum+(x\*i);

Console.WriteLine("sum="+sum);

}

}}

22. 1+3+5+7+9….

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n,i,sum=0;

Console.WriteLine ("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n; i=i+2)

{

sum=sum+i;

Console.WriteLine("sum="+sum);

}

}

}

23. 1+4+9+16+…..

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n,i,sum=0;

Console.WriteLine ("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n; i++)

{

sum=i\*i;

Console.WriteLine("sum="+sum);

}

}

}

24.sum=1+9+27+64…….

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n,i,sum=0;

Console.WriteLine ("Enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n; i++)

{

sum=i\*i\*i;

Console.WriteLine("sum="+sum);

}

}

}

25)

26)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n,f=1,i;

Console.WriteLine ("enter n");

n=Convert.ToInt32(Console.ReadLine());

for(i=n;i>=1;i--){

f=f\*i;

}

Console.WriteLine("f="+f);

}

}

27)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n, f1=1, i;

Console.WriteLine("Enter n:");

n = Convert.ToInt32(Console.ReadLine());

for(i=1;i<=10;i++)

{

f1=n\*i;

Console.WriteLine(n + " \* " + i + " = " + f1);

}

}

}

28)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n, f1=0, i;

Console.WriteLine("Enter n:");

n = Convert.ToInt32(Console.ReadLine());

for(i=1;i<=10;i++)

{

f1=f1+n;

Console.WriteLine(n + " \* " + i + " = " + f1);

}

}

}

29)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int bace,exponent,i,power=1;

Console.WriteLine("enterbace and exponent");

bace=Convert.ToInt32(Console.ReadLine());

exponent=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=exponent; i++)

{

power=power\*bace;

}

Console.WriteLine("power="+power);

}

}

30)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

for (int i = 1; i <= 99; i++)

{

Console.Write(i + " ");

if (i % 5 == 0)

{

Console.WriteLine();

}

}

}

}

31)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int i,n;

Console.WriteLine("Enter n number:");

n=Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Numbers divisible by both 3 and 7 from 1 to " + n + ":");

for (i = 1; i <= n; i++)

{

if (i % 3 == 0 && i % 7 == 0)

{

Console.WriteLine(i);

}

}

}

}

32)

using System;

public class HelloWorld

{

public static void Main(string[] args)

{

int n,i,power=1;

Console.WriteLine("Enter n number:");

n=Convert.ToInt32(Console.ReadLine());

for(i=1; i<=n; i++)

{

power \*= n;

}

Console.WriteLine("power="+power);

}

}