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3.

```
#include<stdio.h>

void getdata(int *n)
{
   printf("\n Enter a positive number: ");
   scanf("%d",n);
}

void display(int n);

int main()
{
    int n;
    getdata(&n);
    if (n>=0)
    display(n);
    else
     printf("\n\nInput Error!");
    return 0;
}

void display(int n)
{
   int i=1,j=1;
   for(i; j<n ;i++)
     {
          printf("\n");
          for(int k=1;k<=i;k++,j++)
          {
            printf("\t%d",j);
          }
     }
}
```

4.

```
#include <stdio.h>

void getdata(int *, int *)
void result(float);

int main()
{
   int CIE, SEE;
   float Av_sum;
   getdata(&CIE, &SEE);
   Av_sum = CIE + SEE*.5;
   result(Av_sum);

   return 0;
 }
void getdata(int *CIE, int *SEE)
{
    printf("\n Enter the CIE marks (out of 50) and
                SEE marks (out of 100) : \n");
    scanf("%d%d", CIE, SEE);
 }
 void result(float Av_sum)
{
   if (Av_sum <=100 && Av_sum >=90)
       printf("\n Your Grade is S");
    else
    if (Av_sum <90 && Av_sum >=80)
        printf("\n Your Grade is A");
    else
    if (Av_sum <80 && Av_sum >=70)
        printf("\n Your Grade is B");
    else
     if (Av_sum <70 && Av_sum >=60)
         printf("\n Your Grade is C");
     else
      if (Av_sum <60 && Av_sum >=50)
          printf("\n Your Grade is D");
      else
       if (Av_sum <50)
           printf("\n Your Grade is F");
```

5.

```
#include<stdio.h>
void getdata(int *,int *);
void results(int,int);

int main()
{
   int m,n;
   getdata(&m,&n);
   printf("\nThe Prime Numbers Between %d and %d are:",m,n);
   results(m,n);

   return 0;

}

void getdata(int *m,int *n)
{
    int x,y;
    printf("\n\nEnter the two numbers:\n");
    scanf("%d%d",&x,&y);
     *m = x>y ?y:x;
     *n = x>y? x:y;

 }

void results(int m,int n)
{
    int p=m,flag,k;
    while(p<=n)
     {
        k=0;
       flag=0;
       if(p==2||p==3)
            { printf("\t%d",p);
             }

      else
      if(p%2!=0)
       {    for(int i=3;i<p;i++)
                  {  if(p%i==0)
                     k++;
                   }

       }
```

```
    if (flag == 1)
      {
        printf("%d", p);
       p++;
      }
}
```