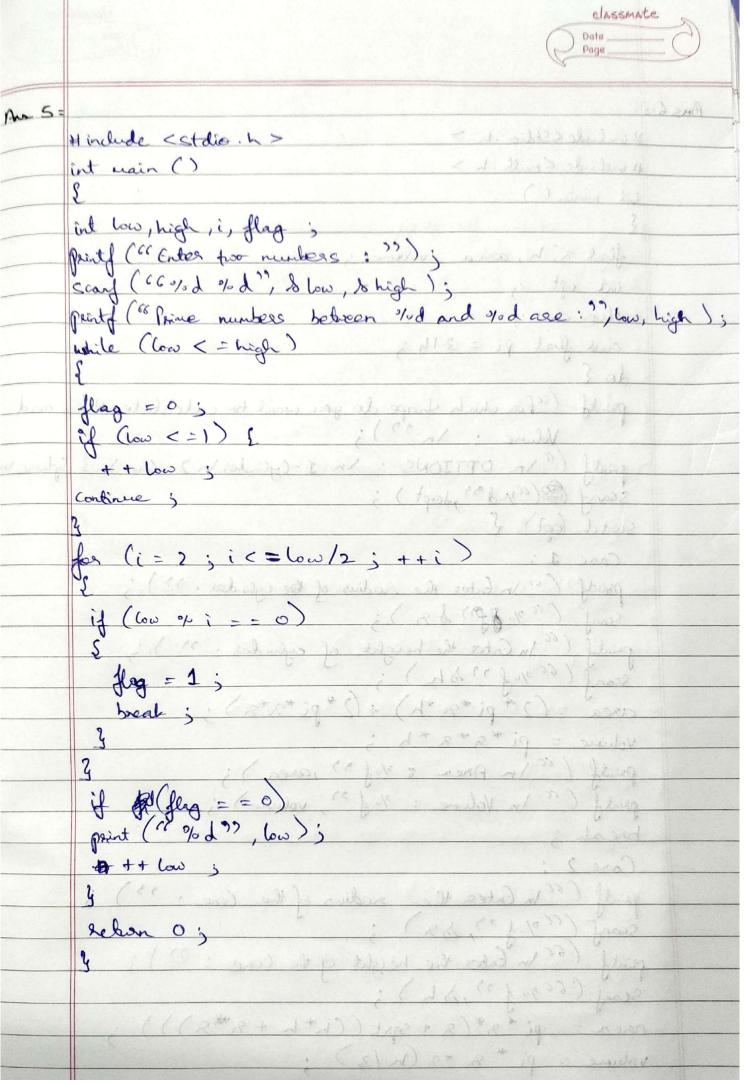
Aus 33 =

And 4. H include < stdio - h > vaid main () int internal, external, x, set total_realer; painty (" Enter the CIE and EE marks respectively = Scarf (" 3/2 d 2/2 d ?), & integral, & external); X = Cexternal /2) ; total marker = 2 + internal; if (botal - roads < 100 ss total masher > =90) painty (or Grade is S??); close of (total marks <90 st total marks >= 80) printly ("Grade is A?); else if (total mader < 80 St total mader >= 70) else if paints ("Grade is R >>); else if (botal maker < 70 st toblemaker > = 60) party ("Grade is (>>); else if (total morbs < 60 ss total macho >= 50) part ("Grade is D >>); else if (bold masher < 50 ss total masher > = 40) printf ("Grade is E"));

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else	
£ (660 1 := 0.122)	
printy ("Grade is fail");	
3	
3	
11	



- MASSMATE Ans 6: #include (Stdio . h > # include < rath. h > int main () flat 2, h, area, volume; charches to be but assed on Const float pi = 3.14; party ("For which shape do you want to calculate Area and points ("In OPTIONS: In 1-Cylinder In 2- Cone In 3- Sphere in Scanf (((nod ?) dopt); Switch (opt) { Case 1: printf (" In Enter the radius of the cylinder : " Scarf ("6 % 7/0 (1) & 9); prints (60 In Cota the height of expender: ")
Scanf (60 70 f 17 18 h); asea = (2 * pi * 9 * h) + (2 * pi * 9 * 9 Volume = pi * 9 * 9 * h ; part (" In Area : 40 f ?? , area); printf (" In Volume: % of 37, volume); break; Case 2: party (" In Enter the radius of the Core: Scanf (" %) , ba); painty (61 In Enter the height of the come: Scarf (6690 1 37, 18 h); area = pi * 9 * (9 + spt ((h * h + 9 * 9) volume: pi * 2 *2 (n/3)

