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Programiz
C Online Compiler

Learn Python App

main.c

Run

```c
#include<stdio.h>
int main()
{
    int n,i,j,count=0;
    printf("Enter the number of rows: ");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        printf("\n");
        for(j=1;j<=i;j++)
        {
            count++;
            printf("%d\t",count);
        }
    }
    return 0;

}
```

Output

Clear

```
gcc -o /tmp/fsp6qatrVp.o /tmp/fsp6qatrVp.c -lm
/tmp/fsp6qatrVp.o
gcc -o /tmp/fsp6qatrVp.o /tmp/fsp6qatrVp.c -lm
/tmp/fsp6qatrVp.o
gcc -o /tmp/fsp6qatrVp.o /tmp/fsp6qatrVp.c -lm
/tmp/fsp6qatrVp.o
Enter the number of rows: 4

1
2   3
4   5   6
7   8   9   10
```

Connecting...

Type here to search

ENG 19:07

main.c

Run

Output

Clear

```c
#include<stdio.h>
int main()
{
float CIEmarks,SEEmarks;
char grade;


printf("Enter ciemarks: ");
    scanf("%f", &CIEmarks);


    if(CIEmarks <= 50)
    {
        if(CIEmarks >= 45 && CIEmarks < 50)
    {
        grade = 'S';
    }
    else if(CIEmarks >= 40 && CIEmarks < 45)
    {
        grade = 'A';
    }
    else if(CIEmarks >= 35 && CIEmarks < 40)
    {
        grade = 'B';
    }
    else if(CIEmarks >= 30 && CIEmarks < 35)
```

```
gcc -o /tmp/Uj97ueAwT6.o /tmp/Uj97ueAwT6.c -lm
/tmp/Uj97ueAwT6.o
Enter ciemarks: 40
Your grade is A
Enter seemarks: 65
Your grade is C
```

main.c

Clear

```c
#include <stdio.h>

int main() {
    int low, high, i, flag;
    printf("Enter two numbers(intervals): ");
    scanf("%d %d", &low, &high);
    printf("Prime numbers between %d and %d are: ", low, high);
    while (low < high)
    {
        flag = 0;


        if (low <= 1)
        {
            ++low;
            continue;
        }
        for (i = 2; i <= low / 2; ++i)
        {

            if (low % i == 0)
            {
                flag = 1;
                break;
            }
        }
```

```
gcc -o /tmp/KEPzpCARpX.o /tmp/KEPzpCARpX.c -lm
/tmp/KEPzpCARpX.o
Enter two numbers(intervals): 23 30

Prime numbers between 23 and 30 are: 23 29
```

main.c

Clear

```
    while (low < high)
    {
        flag = 0;


        if (low <= 1)
        {
            ++low;
            continue;
        }
        for (i = 2; i <= low / 2; ++i)
        {

            if (low % i == 0)
            {
                flag = 1;
                break;
            }
        }

        if (flag == 0)
            printf("%d ", low);
            ++low;
    }

    return 0;
}
```

```
gcc -o /tmp/KEPzpCARpX.o /tmp/KEPzpCARpX.c -lm
/tmp/KEPzpCARpX.o
Enter two numbers(intervals): 23 30

Prime numbers between 23 and 30 are: 23 29
```

main.c

Run

```c
#include<stdio.h>
#include <math.h>
int main ()
{
    int choice;
    float area,volume,radius,height;
    printf("enter 1 for cylinder\n");
    printf("enter 2 for sphere\n");
    printf("enter 3 for cone\n");
    printf("enter your choice : ");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1:
            printf("Input radius and height of the cylinder : ");
            scanf("%f%f",&radius,&height);
            area=(3.14*radius*radius*2)+(2*3.14*radius*height);
            volume=(3.14*radius*radius*height);
            break;
        case 2:
            printf("Enter radius of the sphere : \n");
            scanf("%f", &radius);
            area =  4 * (3.14) * radius * radius;
            volume = (4.0/3) * (3.14) * radius * radius * radius;
             break;
        case 3:
```

Output

Clear

```
gcc -o /tmp/KEPzpCARpX.o /tmp/KEPzpCARpX.c -lm
/tmp/KEPzpCARpX.o
enter 1 for cylinder
enter 2 for sphere
enter 3 for cone
enter your choice : 3
Enter value of radius and height of a cone :
 12 34
 The area is : 1810.732
The volume is : 5124.480
```

main.c

Run

```
    switch(choice)
    {
        case 1:
            printf("Input radius and height of the cylinder : ");
            scanf("%f%f",&radius,&height);
            area=(3.14*radius*radius*2)+(2*3.14*radius*height);
            volume=(3.14*radius*radius*height);
            break;
        case 2:
            printf("Enter radius of the sphere : \n");
            scanf("%f", &radius);
            area =  4 * (3.14) * radius * radius;
            volume = (4.0/3) * (3.14) * radius * radius * radius;
             break;
        case 3:
            printf("Enter value of radius and height of a cone :\n "
                );
            scanf("%f%f", &radius, &height);
            area = (3.14) * radius * (radius + sqrt(radius * radius +
                height * height));
            volume = (1.0/3) * (3.14) * radius * radius * height;
            break;
        }
        printf("The area is : %.3f\n",area);
        printf("The volume is : %.3f\n",volume);
return 0;
}
```

Output

Clear

```
gcc -o /tmp/KEPzpCARpX.o /tmp/KEPzpCARpX.c -lm
/tmp/KEPzpCARpX.o
enter 1 for cylinder
enter 2 for sphere
enter 3 for cone
enter your choice : 3
Enter value of radius and height of a cone :
 12 34
 The area is : 1810.732
The volume is : 5124.480
```