main.c

Share | Run | Output | Clear

```c
#include<stdio.h>
int main()
{
 int i,j;
 for(i=1;i<=5;i++)
 {
     for(j=1;j<=i;j++)
     {
         printf("*");}
         printf("\n");
     }
     return 0;
 }
```

```
*
**
***
****
*****


=== Code Execution Successful ===
```

Programiz
C Online Compiler

main.c

Share | Run

```c
#include<stdio.h>
int main()
{
    int n,i=2,sum=0;
    printf("enter a number:");
    scanf("%d",&n);
    while(i<=n){
  sum+=i;
  i+=2;
    }
    printf("sum of all even numbers from 1 to %dis:%d\n",n,sum);
    return 0;
}

```

Output | Clear

```
enter a number:6
sum of all even numbers from 1 to 6is:12


=== Code Execution Successful ===
```

main.c

Share | Run

```c
#include<stdio.h>
int fibonacci(int n){
    if(n<=1)
    return n;
    return fibonacci(n-1)+fibonacci(n-2);
}
 int main(){
    int n;
    printf("enter the numberof fibonacci terms:");
    scanf("%d",&n);
    printf("the first %d fibonacci numbers are:\n",n);
    for(int i=0;i<n;i++){
        printf("%d",fibonacci(i));
    }
    printf("\n");
    return 0;
}
```

Output | Clear

```
enter the numberof fibonacci terms:4
the first 4 fibonacci numbers are:
0112


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include<stdio.h>
int sumOfDigits(int num)
{
    int sum=0;
    while(num!=0)
    {
        sum +=num%10;num/=10;
    }
        return sum;
}
  int main()
  {
   int number;
  printf("Enter a number to calculate the sum of its digits:");
  scanf("%d",&number);
  printf("sum of digits of %d is:%d\n",number,sumOfDigits(number));
  return 0;
}
```

Output Clear

```
Enter a number to calculate the sum of its digits:56
sum of digits of 56 is:11


=== Code Execution Successful ===
```

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main.c

Share | Run

```c
#include<stdio.h>
int power(int x,int y){
    if(y==0)
    return 1;
    return x*power(x,y-1);
}
int main(){
    int x,y;
    printf("enter the base(x):");
    scanf("%d",&x);
    printf("enter the exponent(y):");
    scanf("%d",&y);
    printf("%d^%d=%d\n",x,y,power(x,y));
  return 0;
}
```

Output | Clear

```
enter the base(x):2
enter the exponent(y):3
2^3=8


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include<stdio.h>
int max(int a,int b,int c){
    if(a>=b && a>=c)
    return a;
    else if(b>=a && b>=c)
    return b;
    else
    return c;
}
int main()
{
int num1,num2,num3;
printf("enter three numbers:");
scanf("%d%d%d",&num1,&num2,&num3);
printf("the maximum of %d %d and %dis:%d\n",num1,num2,num3,max(num1
    ,num2,num3));
return 0;
}
```

Output Clear

```
enter three numbers:45 55 69
the maximum of 45 55 and 69is:69


=== Code Execution Successful ===
```

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main.c

Share Run

```c
#include<stdio.h>
int main()
{
 int start,end,i,j,isPrime;
 printf("enter the starting number:");
 scanf("%d",&start);
 printf("enter the ending number:");
 scanf("%d",&end);
 printf("prime numbers between %d and %d are:\n",start,end);
 for(i=start;i<=end;i++)
 {
   if(i<2)continue;
   isPrime=1;
   for(j=2;j<=i/2;j++){
       if(i%j==0){
           isPrime=0;
           break;
}
}
if(isPrime){
    printf("%d",i);
}
}
printf("\n");
return 0;
}
```

Output Clear

```
enter the starting number:4
enter the ending number:6
prime numbers between 4 and 6 are:
5


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include<stdio.h>
int main()
{
 int num,i;
 double factorial=1;
 printf("enter a number to find its factorial:");
 scanf("%d",&num);
 if(num<0)
 {
    printf("factorial of negative number doesn't exists:\n");
 }
 else{
     for(i=1;i<=num;i++){
         factorial *=i;}
         printf("factorial of %d is:%0.3lf\n",num,factorial);
     }
     return 0;
}
```

Output Clear

```
enter a number to find its factorial:4
factorial of 4 is:24.000


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include<stdio.h>
int main()
{
 int num,originalNum,reversedNum=0,remainder;
 printf("enter a number:");
 scanf("%d",&num);
 originalNum=num;
 while(num!=0){
     remainder=num%10;
     reversedNum=reversedNum * 10+remainder;
     num/=10;
 }
 if(originalNum==reversedNum)
 printf("%d is a palindrome:\n",originalNum);
 else
 printf("%d is not a palindrome:\n",originalNum);
 return 0;
}

```

Output Clear

```
enter a number:6
6 is a palindrome:


=== Code Execution Successful ===
```

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main.c

Share Run

```c
#include<stdio.h>
int isPrime(int num){
    if(num<2)return 0;
    for(int i=2;i<=num/2;i++){
        if(num%i==0)return 0; }
        return 1;//Prime
}
int main(){
    int number;
    printf("enter a number to check if it's Prime:");
    scanf("%d",&number);
    if(isPrime(number)){
        printf("%d is a prime number:\n",number);
    }else{
        printf("%d is not a prime number:\n",number);
    }
    return 0;
    }
```

Output Clear

```
enter a number to check if it's Prime:17
17 is a prime number:


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include<stdio.h>
int main()
{
    int num,reversed=0,remainder;
    printf("enter a number to reverse:");
    scanf("%d",&num);
    while(num!=0)
    {
        remainder=num%10;
        reversed=reversed*10+remainder;
        num/=10;
    }
    printf("reversed number is:%d\n",reversed);
    return 0;
}
```

Output Clear

```
enter a number to reverse:46
reversed number is:64


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include<stdio.h>
int main()
{
    int num,i;
    printf("enter a number:");
    scanf("%d",&num);
    printf("multiplication table of%d:\n",num);
    for(i=1;i<=10;i++)
    {
        printf("%d x %d=%d\n",num,i,num*i);
    }
    return 0;
}
```

Output Clear

```
enter a number:18
multiplication table of18:
18 x 1=18
18 x 2=36
18 x 3=54
18 x 4=72
18 x 5=90
18 x 6=108
18 x 7=126
18 x 8=144
18 x 9=162
18 x 10=180


=== Code Execution Successful ===
```

main.c

Share | Run

```c
#include<stdio.h>
void swap(int* a,int* b)
{
    int temp=*a;
    *a=*b;
    *b=temp;
}
int main()
{
    int num1,num2;
    printf("enter two numbers to swap:\n");
    scanf("%d%d",&num1,&num2);
    printf("before swapping:num1=%d,num2=%d\n",num1,num2);
    swap(&num1,&num2);
    printf("after swapping:num1=%d,num2=%d\n",num1,num2);
    return 0;
}
```

Output | Clear

```
enter two numbers to swap:
20 40
before swapping:num1=20,num2=40
after swapping:num1=40,num2=20


=== Code Execution Successful ===
```