Page No. /
Date 22/09/20

3]

```
#include <stdio.h>
  int main ()
  {
    int n;
    printf (" enter a number : ");
    scanf ("%d", &n);
    int i,j;
    int K=1;
    for (i=1; i<=n; i++)
    {
      for (j=0; j<1; j++)
      {
        printf ("%d", K);
        K++;
      }
      printf ("\n"); }
      return 0;
    }
```

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4] #include <stdio.h>
int main()
{
float cie_marks, see_marks;
printf("Enter cie and see marks:");
scanf("%f %f, &cie_marks, &see_marks);
float total = cie_marks + (see_marks/2);
printf("The grade of student:");
if (total >=90)
printf("S/n");
else if (total >=80 && total <90)
printf("A\n");
else if (total >= 70 && total <80)
printf("B\n");
else if (total >=60 && total <70)
printf("C\n");
else if (total >=50 && total <60)
printf("D\n");
else if (total >=40 && total <50)
printf("E\n");
else
printf("F\n");
return 0;
}

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5]
```
#include <stdio.h>
int main()
{
    int a,b;
    printf("Enter two integers:");
    scanf("%d %d",&a,&b);
    int i,j,k;
    printf("The prime number between
    %d and %d:\n",a,b);
    for(i=a;i<=b;i++)
    {
        for(j=2;j<=i/2;j++)
        {
            if(i%j==0)
            {
                k=0
                break;
            }
            else
                k=1;
        }
        if(k==1)
        printf("%d\n",i);
        }
        return 0; }
```

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(5)

```
#include <stdio.h>
#include <string.h>
#include <math.h>
  int main()
  {
  char shape1[] = "cylinder";
  char shape2[] = "cone";
  chair shape3[] = "sphere";
    char quit[] = "quit";
    char choice[50];
    const float pi=3.142;
    while (1)
  {
    printf("enter a shape :");
     scanf("%s", choice);
    if (strcmp(choice, shape1)==0
  {    float r,h;
       float a,v;
    printf("Entre the radius and
height of cylinder:");
    scanf("%f %f", &r, &h);
    a= (2*pi*r*h)+(2*pi*r*r);
```

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V = pi * r * r * h

printf("Area: %.f volume : %f\n", a, v);

}

else if (strcmp(choice, Shape) == 0)

{

float r, h;

float a, v;

printf("Enter the radius and height of cone:");

scanf("%f %f", &r, &h);

a = (pi * r) + (r * sqrt(h * h + r * r));

V = pi * r * r * (h/3)

printf("Area: %f volume: %f\n", a, v);

}

else if (strcmp(choice, shape) == 0)

{

float r;

float a, v;

printf("Enter the radius of sphere:");

scanf("%f", &r);

a = 4 * pi * r * r;

V = (4.0/3.0) * pi * r * r * r;

printf("Area: %f Volume: %f\n", a, v);

}

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```
else if (strcmp (choice, quit) == 0
    break;
else
    printf("invalid choice");
}
    return 0;
}
```

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