

#include <stdio.h>

Q3

IBN19CS045

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int main()

{ int n, i=1;

printf("Enter a number: \n");

scanf("%d", &n);

for(int a=1; a<=n; a++)

{ for(int b=1; b<=a; b++, i++)

printf("%d\t", i);

printf("\n");

}

return 0;

}

#include <stdio.h>

Q4

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int main()

```
{ int C, S;  
  float f;  
  printf("Enter your CIE (/50) and SEE (/100) marks :\n");  
  scanf("%d%d", &C, &S);  
  f = C + S/2;  
  printf("Grade : ");  
  if(f < 10) f >= 90  
  { printf("S");  
  }  
  else if (f >= 80)  
  { printf("A");  
  }  
  else if (f >= 70)  
  { printf("B");  
  }  
  else if (f >= 60)  
  { printf("C");  
  }  
  else if (f >= 50)  
  { printf("D");  
  }  
  else if (f >= 40)  
  { printf("E");  
  }  
  else if (f > 0)  
  { printf("Fail");  
  }  
  return 0;  
}
```

#include <stdio.h>

Q5

IBH19C304R

Derek Stanley

int main()

{ int a, b, flag = 1;

printf("Enter two numbers increasing order: \n");

scanf("%d %d", &a, &b);

for(int n = a; n <= b; n++)

{ for(int m = 2; m <= n/2; m++)

{ if(n % m == 0)

{ flag = 0;

break; }

}

if(flag)

printf("%d \n", n);

flag = 1;

}

return 0;

#include <stdio.h>

#include <math.h>

#define pi 3.14159

int main()

{ int r, h, ch;

float A, V;

do

{ printf("1. CYLINDER\n2. CONE\n3. SPHERE\n4. EXIT\nSelect the number: ");

scanf("%d", &ch);

switch(ch)

{ case 1: printf("Enter the radius and height of the cylinder respectively: \n");

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

$A = 2 * pi * r * h + 2 * pi * r * r$;

$V = pi * r * r * h$;

break;

case 2: printf("Enter the radius and height of cone respectively: \n");

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

$A = pi * r * (r + pow(h * h + r * r, 0.5))$;

$V = pi * r * r * h / 3$;

break;

case 3: printf("Enter the radius of the sphere: \n");

scanf("%d", &r);

$A = 4 * pi * r * r$;

$V = 4 / 3 * pi * r * r * r$;

break;

default: if (ch != 4)

{ printf("Enter valid option.");

printf("AREA: %f\nVOLUME: %f", A, V);

} while (ch != 4)

return 0;

}

Q6

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