rpreter and REPL
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.C

```c
#include<stdio.h>
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;
}
```

```
▸ clang-7 -pthread -lm -o main main.c
▸ ./main
Enter a number:
6
1
2    3
4    5    6
7    8    9    10
11   12   13   14   15
16   17   18   19   20   21
▸ █
```

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main.c   ≣

```c
1    #include <stdio.h>
2
3    int main()
4    {int C, S ;
5      float f;
6      printf("Enter your CIE( /50) and SEE( /100) marks
         respectively:\n");
7      scanf("%d%d",&C,&S);
8      f=C+S/2;
9      printf("Grade : ");
10     if(f<101&&f>=90)
11       printf("S");
12     else if(f>=80)
13       printf("A");
14     else if(f>=70)
15       printf("B");
16     else if(f>=60)
17       printf("C");
18     else if(f>=50)
19       printf("D");
20     else if(f>=40)
21       printf("E");
22     else if(f>=0)
23       printf("Fail");
24     return 0;
25    }
26
```

```
⯈ clang-7 -pthread -lm -o main main.c
⯈ ./main
Enter your CIE( /50) and SEE( /100) marks respectively:
34
87
Grade : B⯈
                    I
```

ENG   20:02
22-09-20

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main.c

```c
1    #include <stdio.h>
2    int main()
3    { int a,b,flag=1;
4      printf("Enetr two numbers increasing order:\n");
5      scanf("%d%d",&a,&b); I
6      for(int n=a;n<=b;n++)
7      {for(int m=2;m<n/2;m++)
8       { if(n%m==0)
9         {flag=0;
10          break;}
11       }
12      if(flag)
13        printf("%d\n",n);
14      flag=1;
15
16      }
17      return 0;
18 }
19
```

```
> clang-7 -pthread -lm -o main main.c
> ./main
Enetr two numbers increasing order:
31
67
31
37
41
43
47
53
59
61
67
> □
```

```c
#include <stdio.h>
#include<math.h>
#define pi 3.14159
int main()
{ int r,h,ch;
  float A,V;
  do
  { printf("\n1.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 respectievly:\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;
}
```