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

```
Enter the number of rows: 6
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15
16 17 18 19 20 21


...Program finished with exit code 0
Press ENTER to exit console.▯
```

```c
#include <stdio.h>
int main()
{
    int cie,see;
    float total;
    printf("Enter student  marks: ");
    scanf("%d%d", &cie, &see);
    total = (cie)+see/2;
    printf("total = %.2f\n", total);
    if(total>=90) {
        printf("Grade S");
    }
    else if(total >= 80)
    {
        printf("Grade A");
    }
    else if(total >= 70)
    {
        printf("Grade B");
    }
    else if(total >= 60)
    {
        printf("Grade C");
```

```c
17            else if(total >= 70)
18            {
19                printf("Grade B");
20            }
21            else if(total >= 60)
22            {
23                printf("Grade C");
24            }
25            else if(total >= 50)
26            {
27                printf("Grade D");
28            }
29            else if(total >= 40)
30            {
31                printf("Grade E");
32            }
33            else
34            {
35                printf("Grade F");
36            }
37
38        return 0;
39  }
```

```
Enter student   marks: 94
total
total = 94.00
Grade S


...Program finished with exit code 0
Press ENTER to exit console.
```

```c
#include<stdio.h>
void main()
{
    int n1,n2;
    printf("Enter the first number ");
    scanf("%d",&n1);
    printf("Enter the second number ");
    scanf("%d",&n2);
    printf("The prime numbers are: ");
    for(int i=n1;i<=n2;i++)
    {
        int c=0;
        for(int j=1;j<=i;j++)
        {
            if(i%j==0)
            {
                c++;
            }
        }
```

```c
        printf("The prime numbers are: ");
        for (int i=n1;i<=n2;i++)
        {
            int c=0;
            for(int j=1;j<=i;j++)
            {
                if(i%j==0)
                {
                    c++;
                }
            }
            if(c==2)
            printf("%d ",i);

        }
}
```

```
Enter the first number 5
Enter the second number 24
The prime numbers are:  5 7 11 13 17 19 23

...Program finished with exit code 24
Press ENTER to exit console.
```

```c
#include <stdio.h>
#include <math.h>
#define PI 3.14
int main()
{
    float radius, height;
    float surface_area, volume;
    int option;

    while (option!=-1) {

        printf("==Menu==\n");
        printf("1.Area of Cylinder \n");
        printf("2.Area of Cone\n");
        printf("3.Area of Sphere\n");
        printf("Enter the option from menu(-1 to exit)\n");
        scanf("%d", &option);

        if (option == 1)
        {
            printf("Enter  value for  radius and height of a cylinder : \n");
            scanf("%f%f", &radius, &height);
```

```c
        if (option == 1)
        {
            printf("Enter  value for  radius and height of a cylinder : \n");
        scanf("%f%f", &radius, &height);
        surface_area = 2 * (22 / 7) * radius * (radius + height);
        volume = (22 / 7) * radius * radius * height;
        printf("Surface area of cylinder is: %.3f\n", surface_area);
        printf("\nVolume of cylinder is : %.3f\n", volume);


        }
        else if (option == 2)
        {
            printf("Enter value of radius and height of a cone :\n ");
        scanf("%f%f", &radius, &height);
        surface_area = (22 / 7) * radius * (radius + sqrt(radius * radius + height * height));
        volume = (1.0/3) * (22 / 7) * radius * radius * height;
        printf("Surface area of cone is: %.3f\n", surface_area);
        printf("\nVolume of cone is : %.3f\n", volume);

        }else if(option==3){

            printf("\n Please Enter the radius of a Sphere \n");
```

```c
31      {
32          printf("Enter value of radius and height of a cone :\n ");
33      scanf("%f%f", &radius, &height);
34      surface_area = (22 / 7) * radius * (radius + sqrt(radius * radius + height * height));
35      volume = (1.0/3) * (22 / 7) * radius * radius * height;
36      printf("Surface area of cone is: %.3f\n", surface_area);
37      printf("\nVolume of cone is : %.3f\n", volume);
38
39          }else if(option==3){
40
41          printf("\n Please Enter the radius of a Sphere \n");
42      scanf("%f", &radius);
43
44      surface_area =  4 * PI * radius * radius;
45      volume = (4.0 / 3) * PI * radius * radius * radius;
46
47      printf("\nThe Surface area of a Sphere = %.2f\n", surface_area);
48      printf("\nThe Volume of a Sphere = %.2f\n", volume);
49          }
50
51      }
52      return 0;
53  }
```

==Menu==
1.Area of Cylinder
2.Area of Cone
3.Area of Sphere
Enter the option from menu(-1 to exit)
-1

...Program finished with exit code 0
Press ENTER to exit console.□