

1_primeNumbersIn_givenRange

```
void main()
{
    int start,end;

    printf("enter start and end =");
    scanf("%d%d",&start,&end);

    for(int i=start;i<=end;i++)
    {
        int flag=0;
        for(int j=2;j<=i/2;j++)
        {
            if(i%j==0)
            {
                flag=1;
                break;
            }
        }
        if(flag==0)
            printf("%d\n",i);
    }
}
```

2_armstrongInGivenRange

```
void main()
{
    int start,end;

    printf("enter start and end=");
    scanf("%d%d",&start,&end);

    for(int i=start;i<=end;i++)
    {
```

```

int rem,sum=0;
int j=i;
while(j>0)
{
    rem=j%10;
    j=j/10;
    sum=sum+rem*rem*rem;
}

if(sum==i)
{
    printf("%d\n",i);
}

```

```

}

```

```

}

```

3_perfectNumberInRange

```

void main()

```

```

{

```

```

    int start,end;

```

```

    printf("enter start and end=");

```

```

    scanf("%d%d",&start,&end);

```

```

    for(int i=start;i<=end;i++)

```

```

    {

```

```

        int sum=0;

```

```

        for(int j=1;j<i;j++)

```

```

        {

```

```

            if(i%j==0)

```

```

            sum=sum+j;

```

```

        }

        if(sum==i)

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

    }

}

```

4_strongNumberInRange

```

void main()

{

    int start,end;

    printf("enter start and end=");

    scanf("%d%d",&start,&end);


    for(int i=start;i<=end;i++)

    {

        int rem,sum=0;


        for(int j=i;j>0;j=j/10)

        {

            rem=j%10;


            int fact=1;


            for(int k=rem;k>1;k--)

            {

                fact=fact*k;

            }

            sum=sum+fact;

        }


        if(sum==i)

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

```

```
    }  
}  
5_fibonacciSeries  
void main()  
{  
    int no;  
    printf("enter the number upto which u want to printf fibonacci series=");  
    scanf("%d",&no);  
  
    int a=0,b=1;  
    printf("%d\n%d\n",a,b);  
  
    for(int i=1;i<no-1;i++)  
    {  
  
        int c=a+b;  
        printf("%d\n",c);  
        a=b;  
        b=c;  
    }  
}
```