Copy cats

#include <stdio.h>

int main() {

int n, m, first\_roll, suspected\_column;

printf("Enter the number of columns: ");

scanf("%d", &n);

printf("Enter the number of rows: ");

scanf("%d", &m);

printf("Enter the roll number of the first student: ");

scanf("%d", &first\_roll);

printf("Enter the suspected column number: ");

scanf("%d", &suspected\_column);

// Calculate the roll number of the last student in the class

int last\_roll = first\_roll + n \* m - 1;

// Check if the suspected column number is valid

if (suspected\_column <= n) {

// Iterate over each row and print the roll numbers of students in the suspected column

for (int i = 0; i < m; i++) {

int roll = first\_roll + i \* n + suspected\_column - 1;

printf("Student %d in row %d is suspected to have copied\n", roll, i + 1);

}

} else {

printf("Invalid column number\n");

}

return 0;

}

Refreshing Game

#include <stdio.h>

int main() {

int n, i;

printf("Enter the number of students: ");

scanf("%d", &n);

if (n <= 0) {

printf("You are not allowed to enter this input\n");

return 0;

}

printf("Team 2 members: ");

for (i = 2; i <= n; i += 2) {

printf("%d ", i);

}

printf("\n");

return 0;

}

Corect the mem id

#include <stdio.h>

int main() {

int member\_id, reversed\_member\_id;

printf("Enter the member id: ");

scanf("%d", &member\_id);

if (member\_id <= 0 || member\_id > 9999) {

printf("Invalid member id\n");

return 0;

}

while (member\_id > 0) {

reversed\_member\_id = 10 \* reversed\_member\_id + member\_id % 10;

member\_id /= 10;

}

printf("Reversed member id: %d\n", reversed\_member\_id);

return 0;

}