

3) Accept input from user and print n-rows of output.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int n, i, j, count = 0;
```

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

```
    scanf("%d", &n);
```

```
    for (i = 1; i <= n; i++)
```

```
    {
```

```
        printf("\n");
```

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

```
        {
```

```
            count ++;
```

```
            printf("%d\t", count);
```

```
        }
```

```
    }
```

```
    return 0;
```

```
}
```

4) Accept CIE & SEE marks & print grades of student.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
float cie, see, total;
```

```
printf("Enter the CIE & SEE marks respectively");
```

```
scanf("%f %f", &cie, &see);
```

```
total = cie + (see/2);
```

```
if (total < 100 && total >= 90)
```

```
    printf("Grade is S");
```

```
else if (total < 90 && total >= 80)
```

```
    printf("Grade is A");
```

```
else if (total < 80 && total >= 70)
```

```
    printf("Grade is B");
```

```
else if (total < 70 && total >= 60)
```

```
    printf("Grade is C");
```

```
else if (total < 60 && total >= 40)
```

```
    printf("Grade is D");
```

```
else printf("Grade is FAIL");
```

```
return 0;
```

```
}
```

58) Print Prime Number b/w given two numbers.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int l, h, i, flag;
```

```
    printf("Enter two numbers : ");
```

```
    scanf("%d %d", &l, &h);
```

```
    printf("Prime number b/w %d & %d are: ",  
           l, h);
```

```
    while (l <= h) {
```

```
        flag = 0;
```

```
        if (l <= 1) {
```

```
            ++l;
```

```
            continue;
```

```
        }
```

```
        for (i = 2, i <= l/2; i++)
```

```
        {
```

```
            if (l % i == 0)
```

```
            {
```

```
                flag = 1;
```

```
                break;
```

```
            }
```

```
        }
```

```
        if (flag == 0)
```

```
            printf("%d ", l);
```

```
            ++l; ++l
```

```
        }
```

```
        return 0;
```

```
}
```

(3)