

loop1.c

```
#include<stdio.h>
int main()
{
int x;
x=10;
while(x<=1)
{
printf("%d\n",x);
x--;
}
return 0;
}
```

loop2.c

```
#include<stdio.h>
int main()
{
int x;
x=10;
while(x>=1)
{
printf("%d\n",x);
x--;
}
return 0;
}
```

loop3.c

```
#include<stdio.h>
int main()
{
int x,y;
x=1;
y=1;
while(x<=5)
{
y=x*y;
printf("%d\n",y);
x++;
}
return 0;
}
```

loop4.c

```
#include<stdio.h>
int main()
{
int x,y;
x=1;
y=1;
while(x<=5)
{
printf("%d\n",y);
y=y+x;
x++;
}
return 0;
}
```

loop5.c

```
#include<stdio.h>
int main()
{
int x,y,z;
x=1;
y=1;
printf("%d\n%d\n",x,y);
while(y<=34)
{
z=x+y;
printf("%d\n",z);
x=y;
y=z;
}
return 0;
}
```

loop6.c

```
#include<stdio.h>
int main()
{
int x;
x=1;
while(x<=15)
{
if(x%4!=0)
{
printf("%d\n",x);
}
x++;
}
return 0;
}
```

loop7.c

```
#include<stdio.h>
int main()
{
int x,y;
x=1;
y=1;
while(x<=10)
{
printf("%d\n",y);
if(x%2==0)
{
y=y-x;
}
else
{
y=y+x;
}
x++;
}
return 0;
}
```

loop8.c

```
#include<stdio.h>
int main()
{
int e,f;
e=0;
while(e<=4)
{
f=9-e;
printf("%d  %d\n",e,f);
e++;
}
return 0;
}
```

loop9.c

```
#include<stdio.h>
int main()
{
int e,f;
e=1;
while(e<=3)
{
f=1;
while(f<=3)
{
printf("%d  %d\n",e,f);
f++;
}
e++;
}
return 0;
}
```

loop10.c

```
#include<stdio.h>
int main()
{
int e,f;
e=0;
while(e<=3)
{
f=e+1;
while(f<=4)
{
printf("%d  %d\n",e,f);
f++;
}
e++;
}
return 0;
}
```

loop11.c

```
#include<stdio.h>
int main()
{
int e,f,m;
m=3;
while(m>=0)
{
e=0;
f=1;
while(e<=m)
{
printf("%d  %d\n",e,f);
e++;
f++;
}
m--;
}
return 0;
}
```

loop12.c

```
#include<stdio.h>
int main()
{
int x,y,z;
printf("Enter a number : ");
scanf("%d",&x);
y=2;
z=0;
while(y<=x-1)
{
if(x%y==0)
{
z=1;
}
y++;
}
if(z==0)
{
printf("Prime number");
}
else
{
printf("Not a prime number");
}
return 0;
}
```

loop13.c

```
#include<stdio.h>
int main()
{
int x,y,z;
printf("Enter a number : ");
scanf("%d",&x);
y=2;
z=0;
while(y<=x/2)
{
if(x%y==0)
{
z=1;
break;
}
y++;
}
if(z==0)
{
printf("Prime number");
}
else
{
printf("Not a prime number");
}
return 0;
}
```

loop14.c

```
#include<stdio.h>
int main()
{
int x,y,z,start,end,g;
printf("Enter start point : ");
scanf("%d",&start);
printf("Enter end point : ");
scanf("%d",&end);
g=start;
while(g<=end)
{
x=g;
y=2;
z=0;
while(y<=x/2)
{
if(x%y==0)
{
z=1;
break;
}
y++;
}
if(z==0)
{
printf("%d\n",g);
}
g++;
}
return 0;
}
```

loop15.c

```
#include<stdio.h>
int main()
{
int x,y,lines;
lines=5;
x=1;
while(x<=lines)
{
y=1;
while(y<=x)
{
printf("*");
y++;
}
printf("\n");
x++;
}
return 0;
}
```

loop16.c

```
#include<stdio.h>
int main()
{
int x,y,lines,spaces,stars;
lines=5;
stars=1;
spaces=4;
x=1;
while(x<=lines)
{
y=1;
while(y<=spaces)
{
printf(" ");
y++;
}
y=1;
while(y<=stars)
{
printf("*");
y++;
}
printf("\n");
spaces--;
stars+=2;
x++;
}
return 0;
}
```

loop17.c

```
#include<stdio.h>
int main()
{
int x,y,lines,spaces;
x=1;
lines=10;
spaces=lines-1;
while(x<=lines)
{
y=1;
while(y<=spaces)
{
printf(" ");
y++;
}
y=1;
while(y<=x)
{
printf("%d",y%10);
y++;
}
y-=2;
while(y>=1)
{
printf("%d",y%10);
y--;
}
printf("\n");
spaces--;
x++;
}
return 0;
}
```
