A 1 -

```
 int a=1;
  while(a<=10){
  printf("%d",a);
       a++; }
```

A 2 -
```
int a=1;
  while(a<=100){
 printf("%d\n",a);
       a++; }
```

A 3 -

```
  int a=50;
  while(a<=1000){
  printf("%d\n",a);
       a++; }
```

A 4 -
```
int a=34;
  while(a<=89){
printf("%d\n",a);
       a++; }
```

A 5 -
```
int a=5;
  while(a>=1){
 printf("%d\n",a);
       a--; }
```

A 6 -
```
int a=10;
  while(a>=1){
 printf("%d\n",a);
       a--; }
```

A 7 -
```
int a=100;
  while(a>=1){
 printf("%d\n",a);
```

```
        a--; }
```

A 8 -
```
int a=50;
   while(a>=1){
  printf("%d\n",a);
        a--; }
```

A 9 -
```
int a=78;
   while(a>=45){
  printf("%d\n",a);
        a--; }
```

A 10 -
```
int a=1;
  int sum=0;
  while(a<=10) {
  sum=sum+a;
        a++; }
  printf("%d",sum);
```

A 11 -
```
int a=45;
  int sum=0;
  while(a<=89) {
  sum=sum+a;
        a++; }
  printf("%d",sum);
```

A 12 -
```
   while(a<=10){
   if (a%2==0) {
    printf("even number %d\n",a); }
     a++; }
```

A 13 -
```
   while(a<=100){
   if (a%2==0) {
```

```
    printf("even number %d\n",a); }
     a++; }
```

A 14 -
```
int a=50;
   while(a<=100){
   if (a%2==0) {
    printf("even number %d\n",a); }
     a++; }
```

A 15 -
```
int a=67;
    while (a<=89) {
    if (a%2==0) {
    printf("even number %d\n",a); }
    a++;
    }
```

A 16 -
```
int a=89;
    while(a>=67){
    if (a%2==0){
    printf("%d\n",a); }
    a--; }
```

A 17 -
```
int a=100;
    while(a>=1){
    if (a%2==0){
    printf("%d\n",a); }
    a--; }
```

A 18 -
```
int a=1;
    while (a<=10) {
    if (a%2!=0) {
    printf("odd number %d\n",a); }
    a++;
    }
```

A 19 -
```
int a=1;
    while (a<=100) {
    if (a%2!=0) {
    printf("odd number %d\n",a); }
    a++;
    }
```

A 20 - int a=50;

```
while (a<=100) {
if (a%2!=0) {
printf("odd number %d\n",a); }
a++;
}
```

A 21 - int a=67;

```
while (a<=89) {
if (a%2!=0) {
printf("odd number %d\n",a); }
a++;
}
```

A 22 - int a=89;

```
while(a>=67){
if (a%2!=0){
printf("odd number %d\n",a); }
a--; }
```

A 23 - int a=100;

```
while(a>=1){
if (a%2!=0){
printf("odd number %d\n",a); }
a--; }
```

A 24 - int a=1;

```
int sum=0;
while (a<=100) {
if (a%2==0) {
sum=sum+a;
printf("even number %d\n",a); }
a++;
}
printf("sum of even numbers %d\n",sum);
```

A 25 - int a=100;

```
int sum=0;
while (a>=1) {
if (a%2!=0) {
sum=sum+a;
```

```
    printf("odd numbers %d\n",a); }
    a--;
    }

    printf("sum of odd numbers %d",sum);
```

A 26 -
```
    int a=1,b=10;
    printf("starting point");
    scanf("%d",&a);

    printf("ending point");
    scanf("%d",&b);

    while (a<=10) {
    if (a%2==0) {
    printf("even numbers %d\n",a); }
    a++;
    }
```

A 27 =
```
    char b;
    int a=1;
    printf("character");
    scanf("%c",&b);

    if (b=='a') {
        while (a<=10) {
        printf("%d\n",a);
        a++; }
    }

    else {
    printf("character should be a"); }
```

A 28 -
```
    char c;
    int b=45;

    printf("input");
    scanf("%c",&c);

    if (c=='b') {
    while (b>=3) {
    printf("%d\n",b);
    b--; }
```

```
    }
    else {
    printf("character should be b");}
```

A 29 -

```
    char proceed;
    char choice;
    int start, end;


    while (proceed != 'p') {
        printf("Enter 'p' to proceed: ");
        scanf(" %c", &proceed);
    }


    while (choice != 'e' && choice != 'o') {
        printf("Enter 'e' for even numbers or 'o' for odd numbers:
        "); scanf(" %c", &choice);
    }


    if (choice == 'e') {
        printf("Enter starting even number: ");
        scanf("%d", &start);
        printf("Enter ending even number: ");
        scanf("%d", &end);


        if (start % 2 == 0 && end % 2 == 0 && start <= end)
            { while (start <= end) {
                printf("%d ", start);
                start += 2;
            }
            printf("\n");
        } else {
            printf("Invalid input. Both numbers must be even and the starting number must be less
than or equal to the ending number.\n");
        }
    }

    else if (choice == 'o') {
```

```
        printf("Enter starting odd number: ");
        scanf("%d", &start);
        printf("Enter ending odd number: ");
        scanf("%d", &end);


        if (start % 2 != 0 && end % 2 != 0 && start >= end) {

            while (start >= end) {
                printf("%d ", start);
                start -= 2;
            }
            printf("\n");
        } else {
            printf("Invalid input. Both numbers must be odd and the starting number must be greater
than or equal to the ending number.\n");
        }
    }
```

A 30 -

```
char s, a;
    int start, end;

    printf("Please enter 's': ");
    scanf(" %c", &s);

    if (s == 's') {
        printf("Enter 'n' for sum of numbers, 'e' for sum of even numbers, or 'o' for sum of odd
numbers: ");
        scanf(" %c", &a);

        printf("Enter the starting point: ");
        scanf("%d", &start);

        printf("Enter the ending point: ");
        scanf("%d", &end);
        int sum = 0;

        if (a == 'n') {
            while (start <= end) {
                sum += start;
                start++;
            }
```

```
        printf("Sum of numbers: %d\n", sum);
    } else if (a == 'e') {
        while (start <= end) {
            if (start % 2 == 0) {
                sum += start;
            }
            start++;
        }
        printf("Sum of even numbers: %d\n", sum);
    } else if (a == 'o') {
        while (start <= end) {
            if (start % 2 != 0) {
                sum += start;
            }
            start++;
        }
        printf("Sum of odd numbers: %d\n",
    sum); } else {
        printf("Character should be 'n', 'e', or 'o'\n");
    }
} else {
    printf("You did not enter 's'.\n");
}
```