```
Q1:-
#include<stdio.h>
float a1(float);
int main(){
  float num1;
  printf("Enter radius of a circle:\n");
  scanf("%f",&num1);
  printf("Area of a circle is %.2f",a1(num1));
  return 0;
}
float a1(float r){
  float a;
  a=3.14*r*r;
  return a;
}
Q2:-
#include<stdio.h>
float simple(float,float,float);
float simple(float x,float y,float z)
{
  float si;
  si=x*y*z/100.0;
```

```
return si;
}
int main()
{
  float p,r,t;
  printf("Enter the principle:\n");
  scanf("%f",&p);
  printf("Enter the rate:\n");
  scanf("%f",&r);
  printf("Enter the time:\n");
  scanf("%f",&t);
  printf("The simple interest is: %.2f",simple(p,r,t));
  return 0;
}
Q3:-
#include<stdio.h>
int a1(int);
int main(){
  int num1,s;
  printf("Enter a number:\n");
  scanf("%d",&num1);
  s=a1(num1);
```

```
if(s==1)
  printf("Even");
  else
  printf("Odd");
  return 0;
}
int a1(int a){
  if(a%2==0)
  return 1;
  else
  return 0;
}
Q4:-
#include<stdio.h>
int a1(int);
int main()
{
  a1(1);
  return 0;
}
int a1(int i)
{
```

```
for(i;i<=10;i++)
  printf("%d\t",i);
}
Q5:-
#include<stdio.h>
int a1(int);
int main()
{
  a1(1);
  return 0;
}
int a1(int i)
{
  for(i;i<=10;i++)
  printf("%d\t",i*2-1);
}
Q6:-
#include<stdio.h>
int fac(int);
int main()
  int num;
```

```
printf("Enter a number:\n");
  scanf("%d",&num);
  printf("Factorial of the given number is: %d",fac(num));
  return 0;
}
int fac(int a)
{
  int i;
  for(i=a-1;i!=0;i--)
  a=a*i;
  return a;
}
Q7:-
#include<stdio.h>
int fact(int);
int main()
{
     int n,r,com;
     printf("Enter the value of n and r\n");
     scanf("%d %d",&n,&r);
     com=fact(n)/(fact(r)*fact(n-r));
     printf("The value of nCr is:- %d",com);
```

```
return 0;
}
int fact(int num)
{
     int i=1,f=num;
     while(i<num)
     {
           f=f*i;
           i++;
     }
     return f;
}
Q8:-
#include<stdio.h>
int fact(int);
int main()
{
     int n,r,per;
     printf("Enter the value of n and r\n");
     scanf("%d %d",&n,&r);
     per=fact(n)/fact(n-r);
     printf("The value of nPr is:- %d",per);
```

```
return 0;
}
int fact(int num)
{
     int i=1,f=num;
     while(i<num)
     {
           f=f*i;
           i++;
     }
     return f;
}
Q9:-
#include<stdio.h>
int l1(int,int);
int main()
{
     int x,y;
     printf("Enter two numbers:\n");
     scanf("%d %d",&x,&y);
     printf("LCM of the given numbers is:- %d",l1(x,y));
     return 0;
```

```
}
int l1(int a,int b)
{
     int lcm;
     for(lcm=2;lcm<=a*b;lcm++)</pre>
           if(lcm%a==0 && lcm%b==0)
           return lcm;
}
Q10:-
#include<stdio.h>
int h1(int,int);
int main()
{
     int x,y;
      printf("Enter two numbers:\n");
      scanf("%d %d",&x,&y);
      printf("HCF of the given numbers is:- %d",h1(x,y));
     return 0;
}
int h1(int a,int b)
{
     int hcf;
```

```
a<b?(hcf=a):(hcf=b);
     for(hcf;hcf!=0;hcf--)
           if(a%hcf==0 && b%hcf==0)
           return hcf;
}
Q11:-
#include<stdio.h>
#include<math.h>
int p1(int);
int p1(int x)
{
     int i,s;
     s=sqrt(x);
     for(i=2;i<=s;i++)
     {
     if(x%i==0)
     break;
     }
     if(i>s)
     return 1;
     else
     return 0;
```

```
}
int main()
{
     int num;
     printf("Enter a number:\n");
     scanf("%d",&num);
     if (1==p1(num));
     printf("Prime");
     else
     printf("Not a prime");
     return 0;
}
Q12:-
#include <stdio.h>
#include <math.h>
int p1(int);
int main()
{
  int num;
  printf("Enter a number :\n");
  scanf("%d",&num);
  printf("Next Prime number is %d",p1(num));
```

```
return 0;
}
int p1(int x)
{
 int i;
 float s;
 for(x=x+1;;x++)
 {
   s=sqrt(x);
   for(i=2;i<=s;i++)
      if(x%i==0)
      break;
   }
   if(i>s)
   return x;
 }
}
Q13:-
#include<stdio.h>
#include<math.h>
void prime(int);
```

```
int main()
{
     int num;
     printf("Enter a number:\n");
     scanf("%d",&num);
     prime(num);
     return 0;
}
void prime(int num)
{
     int i,p=2,s;
     while(num)
     {
           s=sqrt(p);
           for(i=2;i<=s;i++)
                if(p%i==0)
                break;
           if(i>s)
           printf("%d\t",p);
           num--;
           }
```

```
p++;
}
```