

1.

```
#include <stdio.h>

int main() {

    int n,a[20],i, b=0,tot=0,s;

    scanf("%d",&n);

    for(i=0;i<n;i++){

        scanf("%d",&a[i]);

    }

    for(i=0;i<n;i++){

        printf("enetr one digit:%d\n",a[i]);

    }

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

        b=b+a[i];

    }

    printf("b:%d\n",b);

    while(b>0){

        s=b%10;

        tot=tot+s;

        b=b/10;

    }

    printf("h:%d\n",tot);

    if(tot==1 || tot==2 || tot==7 || tot==9 ){

        printf("GOOD");

    }

    else if(tot==3 || tot==4 || tot==5 || tot==6){

        printf("fair");

    }

}
```

```
}  
else{  
    printf("Too fair");  
}  
    return 0;  
}
```

2.

```
#include<stdio.h>  
  
int main(){  
    int a[60],m,i,avg,s=0,per,n;  
    scanf("%d",&m);  
  
    for(i=0;i<m;i++){  
        scanf("%d",&a[i]);  
    }  
    for(i=0;i<m;i++){  
        printf("mark%d:%d\n",i+1,a[i]);  
    }  
    for(int i=0;i<m;i++){  
        s=s+a[i];  
    }  
    printf("Total:%d\n",s);  
  
    if(a[i]>50){  
        avg=s/m;
```

```
printf("avg:%d",avg);  
  
}  
  
else{  
  
    printf("fail");  
  
}  
  
    return 0;  
  
}
```

3.

```
#include<stdio.h>  
  
int main(){  
  
    int a[20],n,i;  
  
    scanf("%d",&n);  
  
    for(i=0;i<n;i++){  
  
        scanf("%d",&a[i]);  
  
    }  
  
    for(i=0;i<n;i++){  
  
        printf("n%d:%d\n",i+1,a[i]);  
  
    }  
  
    for(int i=0;i<n;i++){  
  
        if(a[i]>0){  
  
            printf("positive\n");  
  
        }  
  
        else if(a[i]<0){  
  
            printf("negative\n");  
  
        }  
  
    }  
  
}
```

```

    }

    else{

        printf("zero\n");

    }

}

return 0;

}

```

4.

```

#include<stdio.h>

int main(){

    int a[10],n,i,choice;

    scanf("%d",&n);

    for( i=0;i<n;i++){

        scanf("%d",&a[i]);

    }

    for(i=0;i<n;i++){

        printf("n%d:%d\n",i+1,a[i]);

    }

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

        printf("\n1.one\n2.two\n3.three\n4.four\n5.five\n6.six\n7.seven\n8.eight\n9.nine");

        printf("Enter your choice:");

        scanf("%d",&choice);

        switch(choice){

            case 1:

```

```
    printf("one\n");  
    break;  
case 2:  
    printf("two\n");  
    break;  
case 3:  
    printf("three\n");  
    break;  
case 4:  
    printf("four\n");  
    break;  
case 5:  
    printf("five\n");  
    break;  
case 6:  
    printf("six\n");  
    break;  
case 7:  
    printf("seven\n");  
    break;  
case 8:  
    printf("eight\n");  
    break;  
case 9:  
    printf("nine\n");  
    break;
```

```

        default:

        printf("invalid\n");

    }

}

return 0;

}

5.

#include<stdio.h>

int main(){

    char college[24];

    int count,n;


    scanf("%s",college);

    scanf("%d",&n);

    int i=0;

    while(college[i]!='\0'){

        printf("%c\n",college[i]);

        i=i+1;

    }

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

        if(college[i]=='a'){

            count=0;

            count=count+1;

            printf("a:%d\n",count);

        }

```

```
else if(college[i]=='e'){  
    count=0;  
    count=count+1;  
    printf("e:%d\n",count);  
  
}  
else if(college[i]=='i'){  
    count=0;  
    count=count+1;  
    printf("i:%d\n",count);  
  
}  
else if(college[i]=='o'){  
count=0;  
    count=count+1;  
    printf("o:%d\n",count);  
  
}  
else if(college[i]=='u'){  
    count=0;  
    count=count+1;  
    printf("u:%d\n",count);  
  
}  
else{  
    printf("invalid\n");
```

```

    }

}

return 0;

}

```

6.

```

#include<stdio.h>

int main(){

    char a[10];

    int n,i,choice,count=0,s, tot=0,b,x,sum=0;

    scanf("%d",&n);

    scanf("%s",a);

    i=0;

    while(a[i]!='\0'){

        printf("%c",a[i]);

        i=i+1;

    }

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

        printf("\n1.A \n2.B \n3.C \n4.D \n5.E \n6.F \n7.G \n8.H \n9.I \n10.J" );

        printf("\n11.K \n12.L \n13.M \n14.N \n15.O \n16.P \n17.Q\n18.R \n19.S \n20.T");

        printf("\n21.U \n22.V \n23.W \n24.X \n25.Y \n26.Z");

        printf("\nEnter your choice:");

        scanf("%d",&choice);

        switch(choice){

            case 1:

```



```
count=count+1;
```

```
break;
```

```
case 2:
```

```
count=count+2;
```

```
break;
```

```
case 3:
```

```
count=count+3;
```

```
break;
```

```
case 4:
```

```
count=count+4;
```

```
break;
```

```
case 5:
```

```
count=count+5;
```

```
break;
```

```
case 6:
```

```
count=count+8;
```

```
break;
```

```
case 7:
```

```
count=count+3;
```

```
break;
```

```
case 8:
```

```
count=count+5;
```

```
break;
```

```
case 9:
```

```
count=count+1;
```

```
break;
```

```
case 10:
count=count+1;
break;
case 11:
count=count+2;
break;
case 12:
count=count+3;
break;
case 13:
count=count+4;
break;
case 14:
count=count+5;
break;
case 15:
count=count+7;
break;
case 16:
count=count+8;
break;
case 17:
count=count+1;
break;
case 18:
count=count+2;
```

```
break;

case 19:

count=count+3;

break;

case 20:

count=count+4;

break;

case 21:

count=count+6;

break;

case 22:

count=count+6;

break;

case 23:

count=count+6;

break;

case 24:

count=count+5;

break;

case 25:

count=count+1;

break;

case 26:

count=count+7;

break;
```

```
    default:

        printf("invalid");

    }

    printf("count:%d\n",count);

}

b=count;

while(b>0){

    s=b%10;

    tot=tot+s;

    b=b/10;

}

    printf("tot:%d",tot);

if(tot==1 || tot==2 || tot==7 || tot==9 ){

    printf("\nGOOD");

}

else if(tot==3 || tot==4 || tot==5 || tot==6){

    printf("\nfair");

}

else{

    printf("\nToo fair");

}


return 0;

}
```