3.
```
#include<stdio.h>
#in
int main()
{
  int n, num, i,j;
  printf("Enter no. of Rows:")
  scanf("%d", &n);
  int num = 1;
  for(int i = 0; i< n; i++)
  {
    for(int j = 0; j<= i; j++)
    {
      printf("%d\t", num);
      ++num;
    }
    printf("\n");
  }
}
```

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4.
```
#include <stdio.h>
#define SUB 6
void main(){
float cieMark[SUB], seeMark[SUB], ci e;
float see, totMark[SUB];
int i, j, k;
printf("Enter cie marks out of 50:\n");
for(i=0; i<SUB; i++){
    printf("Sub %d: ", i+1);
    scanf("%f", &cie);
if(cie>50){
    printf("Enter marks for 50\n");
    i--;
}
printf("Enter see marks out of 100:\n");
for(j=0; j<SUB; j++){
    printf("Sub %d: ", j+1);
    scanf("%f", see);
if(see>100){
    printf("Enter marks for 100\n");
    j--;
}
else{
    seeMark[j] = round(see/2);}
```

```
for(k=0; k<SUB; k++){
  totMark[k] = cieMark[k] + seeMark[k];
  printf("for Subject %d grade is: \n
                , k+1);
  if(totMark[k] >= 90){
      printf("S\n");
  }
  else if (totMark[k] >=80){
      printf("A\n");
  }
  else if (totMark[k] >=70){
     printf ("B\n");
  }
  else if (totMark[k] >=60){
      printf("C\n");
  }
  elseif (totMark[k] >=50){
      printf("D\n");
  }
  else if (totMark[k] >=40){
      printf("E\n");
  }
  else{
      printf("F\n");
  }
}
```

5.
```
#include<stdio.h>
void main()
{
  int a, b, num1, num2, i, j;
  printf("Enter two nos:\n");
  scanf("%d %d", &num1, &num2);
  if (num1 > num2)
  {
     a = num2;
     b = num1;
  }
  else{  a = num1;
         b = num2; }
  if ( b<2) {
     printf("there are no prime nos
     in this range.\n");
     exit(0);
  }
  printf("prime nos in the range
          are:\n");
  for( i=a; i<=b; i++){
     int flag = 0;
    for( j=2 ; j <= i/2 ; j++){
      if ( i %. j == 0){
          flag = 1;
```

```
            break;
        }
    }
    if(flag==0 && i!=1 && i!=0){
        printf("%d",i);
        printf("\n");
    }
}
}
```

6.
```
#include<stdio.h>
#include<stdlib.h>
#include<math.h>
#define pi 3.14
int main()
{
  int choice, r, h;
  float area, volume;
  printf("Enter shape you want \n");
  do
  {
    printf("\n menu \n 1: Cylinder \n
                2: Cone \n 3: Sphere \n
                4: Exit \n");
```

```
scanf("%d", &choice);
switch (choice)
{
  case 1: printf("Enter radius:\n");
          scanf("%d", &r);
          printf("Enter height\n");
          scanf("%d", &h);
          area=(2*pi*r*h)+(2*pi*pow(r,2));
          volume=pi*pow(r,2)*h;
          printf("Area :%f \t\t volume:
                  %f", area, volume);
  break;
  Case 2: printf("Enter radius:\n");
          scanf("%d", &r);
          printf("Enter height:\n");
          scanf("%d", &h);
          area=pi*r*(r+sqrt(pow(h,2)+
                  pow(r,2)));
          volume=pi*pow(r,2)*h/3.0;
          printf("Area :%f \t\t volume:%f",
                  , area, volume);
  break;
```

```
case 3 : printf("Enter radius : \n");
         scanf("%d", &r);
         area = 4*pi* pow(r,2);
         volume = (4/3.0)*(pi*pow(r,3));
         printf("Area : %f \t \t
                 Volume : %f ", area, volume);
         break;
default : printf("Enter a no. ranging
                 from 1 to 4");
    }
} while (choice != 4);
  return 0;
}
```