

**Iterative Control Statements**

1. Write a program to print MySirG 5 times on the screen.

```
#include<stdio.h>
int main()
{
    int x=1;
    while(x<=5)
    {
        printf("MySirG ");
        x++;
    }
    return 0;
}
```

2. Write a program to print the first 10 natural numbers.

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

3. Write a program to print the first 10 natural numbers in reverse order

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

4. Write a program to print the first 10 odd natural numbers

```
#include<stdio.h>
```

```

int main()
{
    int x,s;
    for(x=0;x<10;x++)
    {
        s=2*x+1;
        printf("%d ",s);
    }
    return 0;
}

```

5. Write a program to print the first 10 odd natural numbers in reverse order.

```

#include<stdio.h>
int main()
{
    int x,s;
    for(x=9;x>=0;x--)
    {
        s=2*x+1;
        printf("%d ",s);
    }
    return 0;
}

```

6. Write a program to print the first 10 even natural numbers

```

#include<stdio.h>
int main()
{
    int x,s;
    for(x=0;x<10;x++)
    {
        s=2*x+2;
        printf("%d ",s);
    }
    return 0;
}

```

7. Write a program to print the first 10 even natural numbers in reverse order

```

#include<stdio.h>
int main()
{

```

```

int x,s;
for(x=9;x>=0;x--)
{
    s=2*x+2;
    printf("%d ",s);
}
return 0;
}

```

8. Write a program to print squares of the first 10 natural numbers

```

#include<stdio.h>
int main()
{
    int x,s;
    for(x=1;x<=10;x++)
    {
        s=x*x;
        printf("%d ",s);
    }
    return 0;
}

```

9. Write a program to print cubes of the first 10 natural numbers

```

#include<stdio.h>
int main()
{
    int x,s;
    for(x=1;x<=10;x++)
    {
        s=x*x*x;
        printf("%d ",s);
    }
    return 0;
}

```

10. Write a program to print a table of 5.

```

#include<stdio.h>
int main()
{
    int x,s;

```

```
for(x=1;x<=10;x++)  
    {  
        s=5*x;  
        printf("%d ",s);  
    }  
return 0;  
}
```