Assignment 2 1) twise the Algoritha art Dream the Plan thank N part ever number of 99. Algorithm 2) 1) start of 3/ print the value of I 0) 2/ 16-0 1 4) If (I (199) then go to play 3 05) Nop planchard: start print the value of I A I = I+2 I to distance with En

m.) Trend add Number less than a giver number If should also colabote their surrord court Algar Hun! Step 1: Start Step 2: Let a = 1, sun = 0, count = 0 step 3: Input no! Atep 4: If as n-1 then go to step 8 stop 5: sun: sum + a. Step 6: court = court + mum. Step 7; print sum step 8 : Atop Alexchart: CAtart a: 1, sun: 0 count: 0, Thun - sunt a. Count = count + sun.

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Il calculate the surroy of 25 lest sway Algorithm 1. A. A. S. S. W. eleps : start ptp): Let I=1, N=25, Sun=0 sty I Enter the value of I stop 4: Dem = Dem +x No 5: I: I+1 step 6: If I > N then go to step 3 My 7: ang: sun/N my (: print arg start My 9: Map Menchant-I=1, N=25, Aun=0 / sun: sun + x / 2 I = I + 1 Et o

An head the table of my reunber N (syr) Algerithm: stop 2 : start Hep 2: Dodar NG 1 IG 1. steps: NENXI step 4 : print N Step 5: check if (IL=10) then I t It and gology step 6: stop fler drawl : [print N/

El chack if given number is print or not? Algardh ._ step 2: short step 1: Rend n sty 3 set F= 1 pleph: If n== 1 the print is not a prime number " plep 5: from i=2 10 n-1 step 6: If n: i = 2 150- then, set f= 1 and breat class. plep ": If F == i then prid"n is not print number (glep 5) stys: stop flow chart. Read n No. ves-1:112 /print n is prins Desp

F) print and number hockward from 17 do I. Algarithm! step 2: start Mep 2: IL- 99. step 3: print the value of I Hey 4: IL- I-2 step 5: Il (1 >= 1) then gots step 3 stop 6 - Astop Blanchard: I = 99 print value at I /