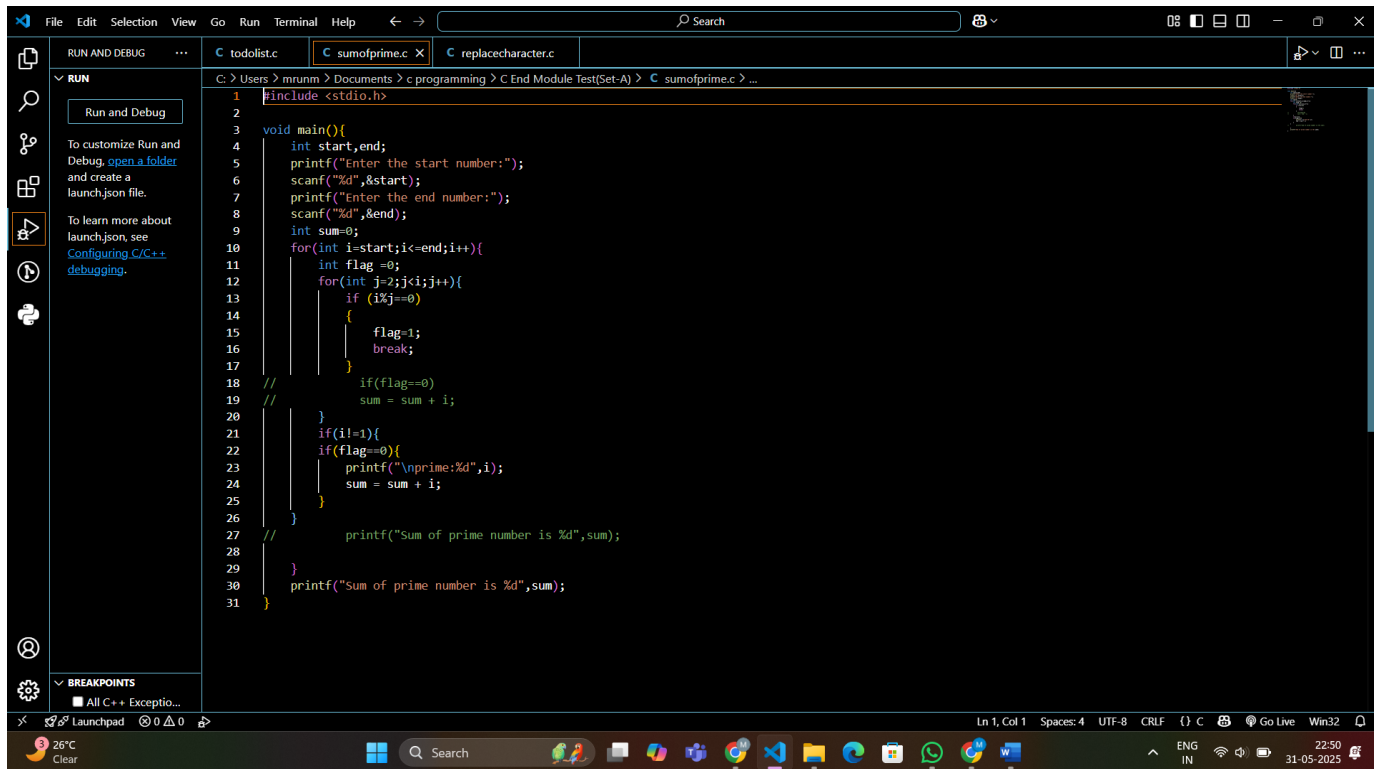
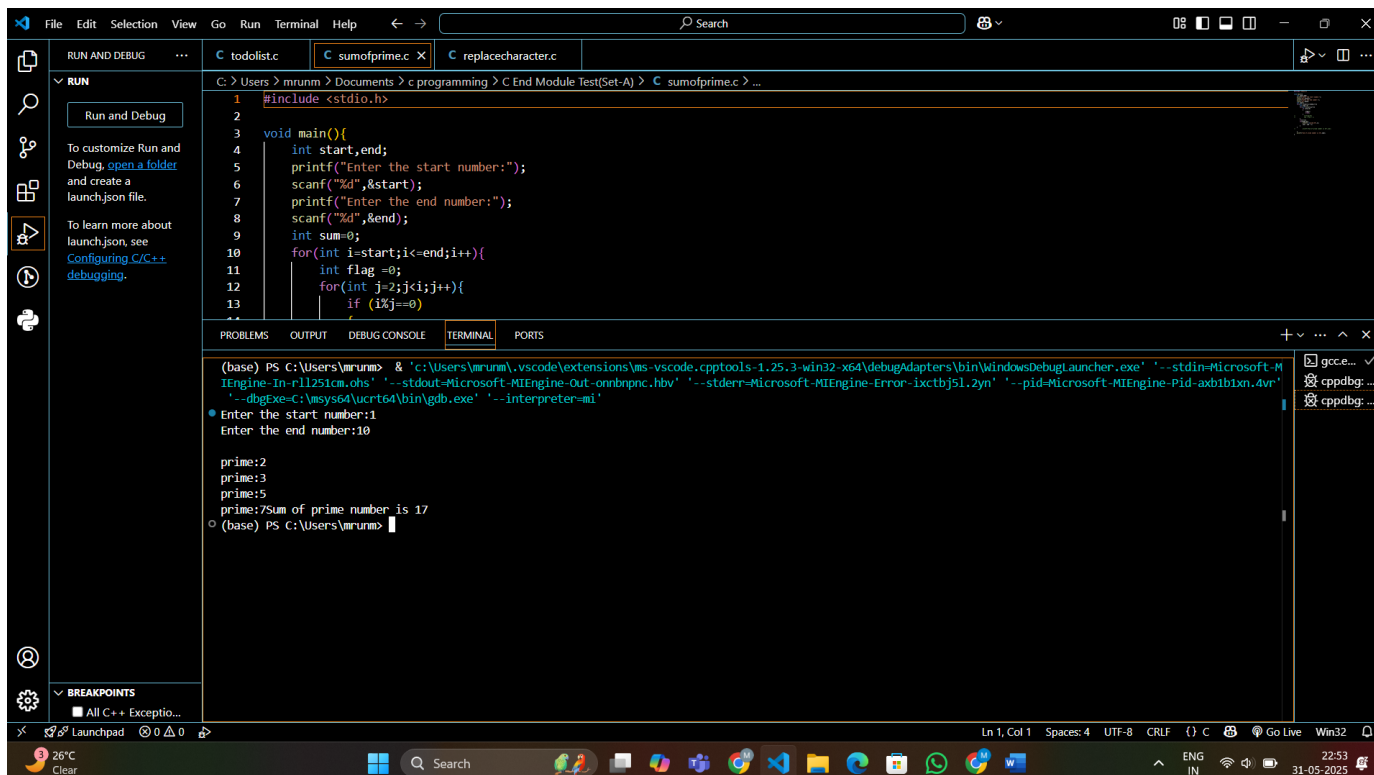


Que.1



```
1 #include <stdio.h>
2
3 void main(){
4     int start,end;
5     printf("Enter the start number:");
6     scanf("%d",&start);
7     printf("Enter the end number:");
8     scanf("%d",&end);
9     int sum=0;
10    for(int i=start;i<=end;i++){
11        int flag =0;
12        for(int j=2;j<i;j++){
13            if (i%j==0)
14            {
15                flag=1;
16                break;
17            }
18            // if(flag==0)
19            // sum = sum + i;
20        }
21        if(i!=1){
22            if(flag==0){
23                printf("\nprime:%d",i);
24                sum = sum + i;
25            }
26        }
27        // printf("Sum of prime number is %d",sum);
28    }
29    printf("Sum of prime number is %d",sum);
30 }
31 }
```



```
(base) PS C:\Users\mrnm> & 'c:\Users\mrnm\.vscode\extensions\ms-vscode.cpptools-1.25.3-win32-x64\debugAdapters\bin\WindowsDebugLauncher.exe' '-.stdin=Microsoft-MIEngine-In-rll1251cm.ohs' '-.stdout=Microsoft-MIEngine-Out-onbnpnc.hbv' '-.stderr=Microsoft-MIEngine-Error-ixctbj5l.2yn' '-.pid=Microsoft-MIEngine-Pid-axb1b1xn.4vr' '-.dbgExe=C:\msys64\ucrt64\bin\gdb.exe' '-.interpreter=mi'
Enter the start number:1
prime:2
prime:3
prime:5
prime:7Sum of prime number is 17
(base) PS C:\Users\mrnm>
```

Que.2

The screenshot shows the Visual Studio Code interface with a C program open in the editor. The program is designed to take a string and a character as input and replace the first occurrence of that character in the string with an '@'.

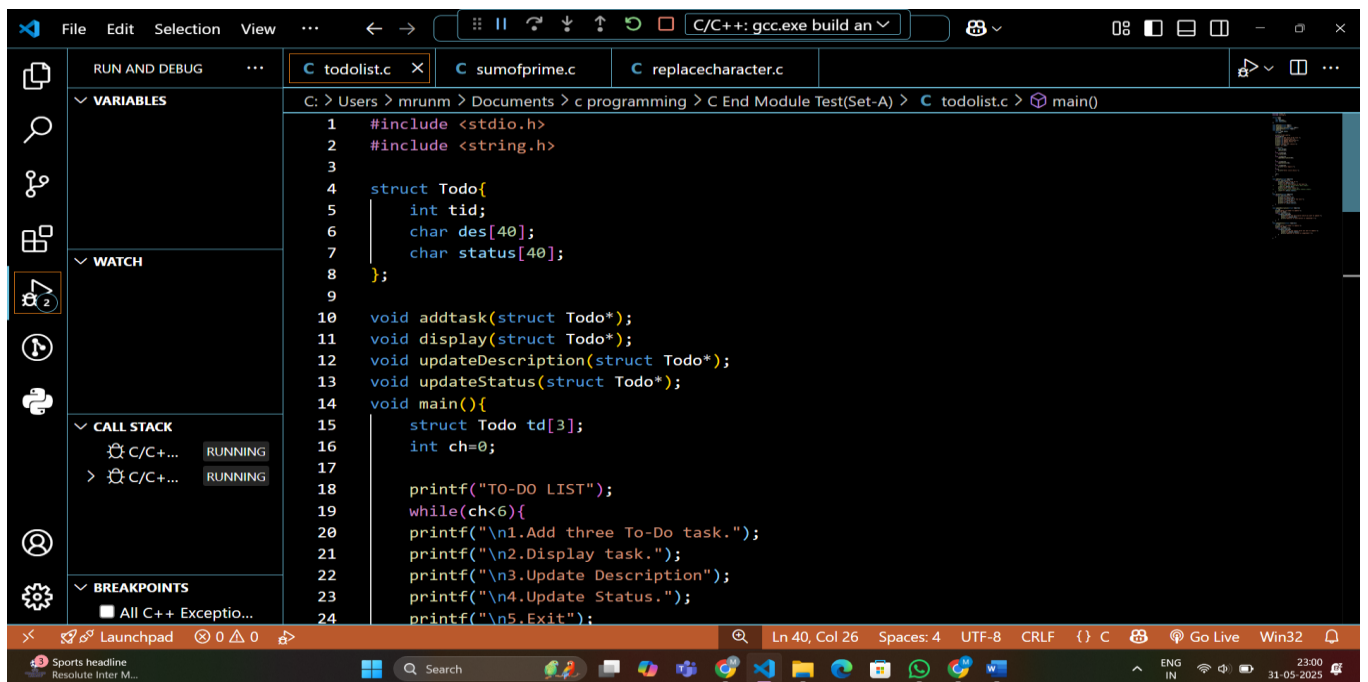
```
1 #include <stdio.h>
2 #include <stdio.h>
3 void main(){
4     char str[30];
5     char ch;
6     printf("enter the string:");
7     scanf("%s",&str);
8     printf("Enter the character that you want to replace:");
9     scanf(" %c",&ch);
10    int i=0;
11    while(str[i]!='\0'){
12        if(str[i]==ch){
13            str[i]='@';
14        }
15        i++;
16    }
17    printf("%s",str);
18 }
```

The terminal output shows the program's execution:

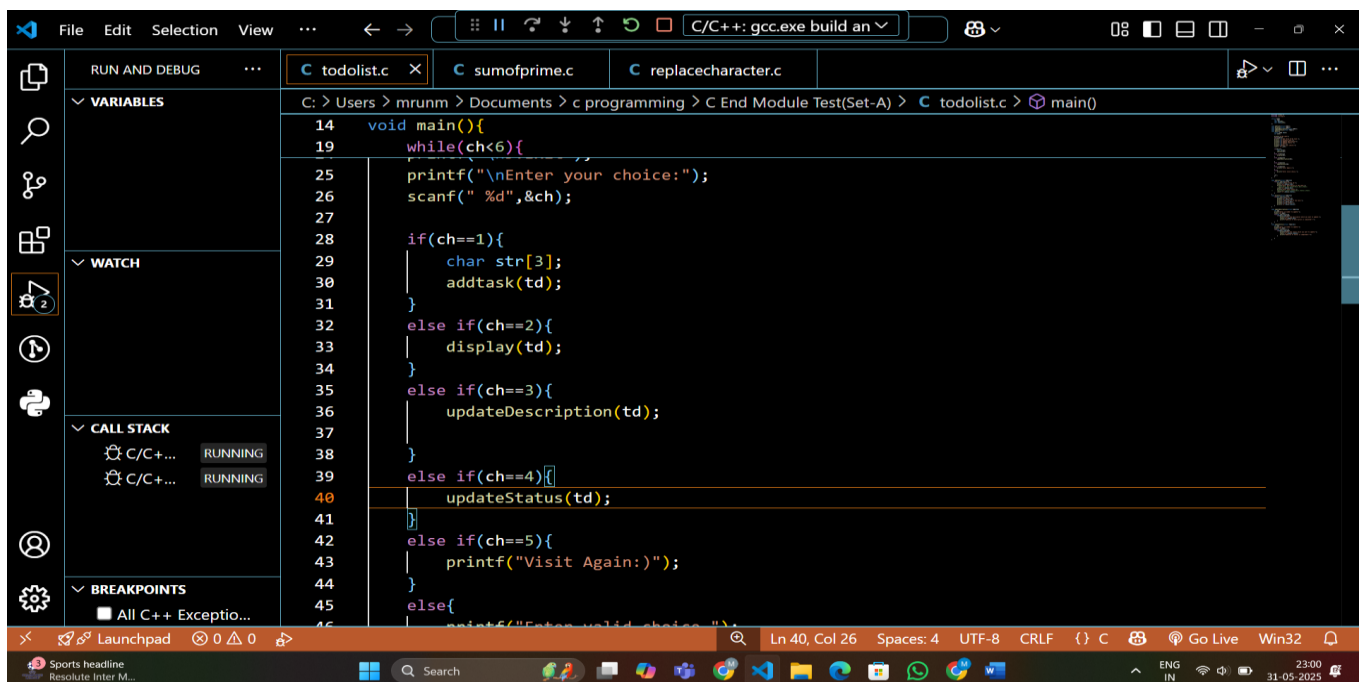
```
enter the string:mrummyee
Enter the character that you want to replace:a
mrummyee
```

The status bar at the bottom indicates the file is encoded in UTF-8 with CRLF line endings, and the cursor is at line 2, column 19.

Que.3



```
1 #include <stdio.h>
2 #include <string.h>
3
4 struct Todo{
5     int tid;
6     char des[40];
7     char status[40];
8 };
9
10 void addtask(struct Todo*);
11 void display(struct Todo*);
12 void updateDescription(struct Todo*);
13 void updateStatus(struct Todo*);
14 void main(){
15     struct Todo td[3];
16     int ch=0;
17
18     printf("TO-DO LIST");
19     while(ch<6){
20         printf("\n1.Add three To-Do task.");
21         printf("\n2.Display task.");
22         printf("\n3.Update Description");
23         printf("\n4.Update Status.");
24         printf("\n5.Exit");
```



```
14 void main(){
19     while(ch<6){
25         printf("\nEnter your choice:");
26         scanf("%d",&ch);
27
28         if(ch==1){
29             char str[3];
30             addtask(td);
31         }
32         else if(ch==2){
33             display(td);
34         }
35         else if(ch==3){
36             updateDescription(td);
37         }
38         else if(ch==4){
39             updateStatus(td);
40         }
41     }
42     else if(ch==5){
43         printf("Visit Again:");
44     }
45     else{
46         printf("Enter valid choice.");

```

```
File Edit Selection View ... C/C++: gcc.exe build an v
C: \Users\mrnunm\Documents> c programming > C End Module Test(Set-A)\replacecharacter.c

14 void main(){
19     while(ch<6){
42     else if(ch==5){
45         else{
46             printf("Enter valid choice.");
47         }
48
49         ch++;
50     }
51 }
52
53 void addtask(struct Todo*td){
54     for(int i=0;i<3;i++){
55         printf("\nEnter To-Do id:");
56         scanf("%d",&td[i].tid);
57         printf("Enter description of the task:");
58         // fgets(td[i].des,sizeof(td[i].des),stdin);
59         scanf("%s",&td[i].des);
60         printf("Enter task status:");
61         // fgets(td[i].status,sizeof(td[i].status),stdin);
62         scanf("%s",&td[i].status);
63     }
64 }
65 void display(struct Todo*td){
```

```
File Edit Selection View ... C/C++: gcc.exe build an v
C: \Users\mrnunm\Documents> c programming > C End Module Test(Set-A) > C todolist.c > main()

64 }
65 void display(struct Todo*td){
66     for(int i=0;i<3;i++){
67         printf("\nTo-Do id:");
68         printf("%d",td[i].tid);
69         printf("\nDescription of the task:");
70         printf("%s",td[i].des);
71         printf("\nTask status:");
72         printf("%s",td[i].status);
73     }
74 }
75
76 void updateDescription(struct Todo*td){
77     int id;
78     printf("Enter id number to update:");
79     scanf("%d",&id);
80     for(int i=0;i<3;i++){
81         if(td[i].tid==id){
82             printf("Enter the description which you want to update:");
83             scanf("%s",&td[i].des);
84             printf("Updation of description is completed!!!");
85         }
86     }
87 }
```

The screenshot shows the Visual Studio Code editor with the file `todolist.c` open. The code defines a function `updateStatus` that takes a pointer to a `Todo` struct. It prompts the user to enter an ID number to update, then iterates through the array of tasks. For each task, it checks if the ID matches. If it does, it prompts the user to enter the new status, updates the task's status, and prints a confirmation message.

```
76 void updateDescription(struct Todo*td){
77 }
78 void updateStatus(struct Todo*td){
79     int id;
80     printf("Enter id number to update:");
81     scanf("%d",&id);
82     for(int i=0;i<3;i++){
83         if(td[i].tid==id){
84             printf("Enter the status which you want to update:");
85             scanf("%s",&td[i].status);
86             printf("Updation of Status is completed!!!");
87         }
88     }
89 }
90 }
91 }
92 }
93 }
94 }
95 }
96 }
97 }
98 }
99 }
100 }
```

The screenshot shows the Visual Studio Code terminal window with the output of the `todolist` program. The program displays a menu with five options: 1. Add three To-Do task, 2. Display task, 3. Update Description, 4. Update Status, and 5. Exit. The user enters '1' to add tasks. The program then prompts for three tasks, each with an ID, description, and status. The user enters the following data:

- Task 1: ID=1, Description=gfasg, Status=zshgfk
- Task 2: ID=2, Description=jhbjf, Status:jbvfjkjsh
- Task 3: ID=3, Description:skjbfkjb, Status:bkhsa

After adding the tasks, the program displays the menu again. The user enters '2' to display the tasks.

```
File Edit Selection View ... C/C++: gcc.exe build an ...  
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS  
To-Do id:1  
Description of the task:gfasg  
Task status:zshgfk  
To-Do id:2  
Description of the task:jhjbfb  
Task status:jbvfkjsh  
To-Do id:3  
Description of the task:skjbfbkjb  
Task status:bkhhsa  
1.Add three To-Do task.  
2.Display task.  
3.Update Description  
4.Update Status.  
5.Exit  
Enter your choice:3  
Enter id number to update:1  
Enter the description which you want to update:svfg  
Updation of description is completed!!!  
1.Add three To-Do task.  
2.Display task.  
3.Update Description  
4.Update Status.  
5.Exit  
Enter your choice:4  
Enter id number to update:3  
Enter the status which you want to update:bksaf
```

```
File Edit Selection View ... C/C++: gcc.exe build an ...  
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS  
Task status:bkhhsa  
1.Add three To-Do task.  
2.Display task.  
3.Update Description  
4.Update Status.  
5.Exit  
Enter your choice:3  
Enter id number to update:1  
Enter the description which you want to update:svfg  
Updation of description is completed!!!  
1.Add three To-Do task.  
2.Display task.  
3.Update Description  
4.Update Status.  
5.Exit  
Enter your choice:4  
Enter id number to update:3  
Enter the status which you want to update:bksaf  
Updation of Status is completed!!!  
1.Add three To-Do task.  
2.Display task.  
3.Update Description  
4.Update Status.  
5.Exit  
Enter your choice:5  
Visit Again:)  
o (base) PS C:\Users\mrnm>
```