

Logic Building Assignment : 2

Complete below code snippets.

Create separate visual Studio project for each problem statement separately.

Write each program in class notebook with description.

1. Accept one number from user and print that number of * on screen.

```
void Display(int iNo)
{
    int iCnt = 0;
    // Write Updater
    while( iCnt < _____ )
    {
        printf(" * ");
        _____;
    }
}

int main()
{
    int iValue = 0;

    printf("Enter number");
    scanf("_____", &_____);

    Display(iValue);

    return 0;
}
```

2. Accept one number from user and print that number of * on screen.

```
void Display(int iNo)
{
    // Write Updater
    while( iNo > _____ )
    {
        printf(" * ");
        iNo - -;
    }
}
```

```
    }  
}  
  
int main()  
{  
    int iValue = 0;  
  
    printf("Enter number");  
    scanf("____" ,&____);  
  
    Display(iValue);  
  
    return 0;  
}
```

3. Accept on number from user if number is less than 10 then print "Hello" otherwise print "Demo".

```
____ Display ( ____ iNo)  
{  
    if(____ < ____)  
    {  
        printf("Hello");  
    }  
    else  
    {  
        printf("____");  
    }  
}
```

```
int main()  
{  
    int iValue = 0;  
  
    printf("Enter number");  
    scanf("____" ,&____);  
  
    Display(iValue);  
  
    return 0;  
}
```

4. Accept two numbers from user and display first number in second number of times.

Input : 12 5
 Output : 12 12 12 12 12

Input : -2 3
 Output : -2 -2 -2

Input : 21 -3
 Output : 21 21 21

Input : -2 0
 Output :

```
#include<stdio.h>

_____ Display( _____ iNo, int iFrequency)
{
    int int = 0;

    // Write Updater

    for(_____ ; _____ ; _____)
    {
        printf("_____", _____);
    }
}

int main()
{
    int iValue = 0;
    int iCount = 0;

    printf("Enter number");
    scanf("_____" ,&_____);

    printf("Enter frequency");
    scanf("_____" ,&_____);

    Display(_____, _____);

    return 0;
}
```

5. Accept number from user and check whether number is even or odd.

```
#include<stdio.h>

#define TRUE 1
#define FALSE 0

typedef int BOOL;

BOOL ChkEven(int iNo)
{
    // Logic
}

int main()
{
    int iValue = 0;
    BOOL bRet = FALSE;

    printf("Enter number");
    scanf("____", &____);

    bRet = ChkEven(____);

    // Display result

    return 0;
}
```