

③

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

```
void main()
```

```
{
```

```
int n, i, j, num = 1;
```

```
printf("Enter the number\n");
```

```
scanf("%d", &n);
```

```
for (i = 0; i < n; i++)
```

```
{
```

```
for (j = 0; j <= i; j++)
```

```
{
```

```
printf("%d\t", num);
```

```
num++;
```

```
}
```

```
printf("\n");
```

```
}
```

```
}
```

④ #include <stdio.h>

void main()

{

int a, b, c, d;

printf("Enter your CIE marks out of 50\n");

scanf("%d", &a);

printf("Enter your SEE marks out of 100\n");

scanf("%d", &b);

c = b/2;

d = a + c;

if (d >= 90)

{

printf("You scored S grade\n");

}

else if (d >= 80)

{

printf("You scored A grade\n");

}

```
else if (d >= 70)
```

```
{
```

```
    printf("You scored B grade\n");
```

```
}
```

```
else if (d >= 60)
```

```
{
```

```
    printf("You scored C grade\n");
```

```
}
```

```
else if (d >= 50)
```

```
{
```

```
    printf("You scored D grade\n");
```

```
}
```

```
else if (d >= 40)
```

```
{
```

```
    printf("You scored E grade\n");
```

```
}
```

```
else {
```

```
{
```

```
    printf("You scored F grade\n");
```



⑤

#include <stdio.h>

int checkprime (int n)

{

int i, flag=1;

for (i=2; i<=n/2; i++)

{

if (n%i==0)

{

flag=0;

break;

}

return flag;

}

void main()

{

int a, b, i, flag;

printf("Enter the two positive numbers");

scanf  
%d %d  
{

}

}



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```
scanf("%d%d", &a, &b);  
for(i=a; i<=b; i++)  
{
```

```
    flag = checkprime(i);  
    if(flag == 1)  
    {
```

```
        printf("%d\n", i);  
    }
```

```
}
```

```
}
```

```
⑥ #include <stdio.h>
#include <math.h>
```

```
void main ( )
```

```
{
```

```
int n ;
```

```
float r, h, area, volume;
```

```
scanf (
```

```
printf("Enter your choice 1: Cylinder 2: Cone  
3: Sphere 4: Exit \n");
```

```
scanf ("%d", &n);
```

```
switch (n)
```

```
{
```

```
case 1 :
```

```
printf("Enter the radius of the cylinder \n");
```

```
scanf ("%f", &r);
```

```
printf("Enter the radius height of cylinder \n");
```

```
scanf ("%f", &h);
```

```
printf("Area of cylinder is %f \n", (2 * 3.14 * r * h)  
+ (2 * 3.14 * r * r));
```



```
printf("Volume of Cylinder is %.f\n", (3.14 * r * r * h));  
break;
```

Case 2:

```
printf("Enter the radius of cone\n");  
scanf("%f", &r);  
printf("Enter the height of cone\n");  
scanf("%f", &h);  
printf("Area of cone is %.f\n", (3.14 * r * (sqrt(1 * h) + r)));  
printf("Volume of cone is %.f\n", (3.14 * r * r * h) / 3);  
break;
```

Case 3:

```
printf("Enter the radius of sphere\n");  
scanf("%f", &r);  
printf("Enter Area of sphere is %.f\n", (4 * 3.14 * r * r));  
printf("Volume of sphere is %.f\n", ((4/3) * 3.14 * r * r * r));  
break;
```

default :

```
printf("Enter the correct choice");  
break;
```

```
}
```

```
}
```