1. Write a program to print "Hello, World!" to the console.
2. Write a program to find the sum of two numbers.
3. Write a program to swap two numbers without using a temporary variable.
4. Write a program to check if a given number is even or odd.
5. Write a program to find the factorial of a given number.
6. Write a program to generate the Fibonacci series up to a given number.
7. Write a program to check if a given number is prime.
8. Write a program to find the largest of three numbers.
9. Write a program to reverse a given string.
10. Write a program to find the length of a string without using the strlen function.
11. Write a program to check if a given string is a palindrome.
12. Write a program to count the number of vowels in a given string.
13. Write a program to sort an array of integers in ascending order.
14. Write a program to search for an element in an array using linear search.
15. Write a program to search for an element in an array using binary search.
16. Write a program to merge two sorted arrays into a single sorted array.
17. Write a program to find the second largest element in an array.
18. Write a program to count the number of occurrences of each character in a string.
19. Write a program to find the GCD (Greatest Common Divisor) of two numbers.
20. Write a program to find the LCM (Least Common Multiple) of two numbers.
21. Write a program to implement matrix addition.
22. Write a program to implement matrix multiplication.
23. Write a program to find the transpose of a matrix.
24. Write a program to implement a simple calculator using switch case.
25. Write a program to convert a decimal number to its binary equivalent.
26. Write a program to convert a binary number to its decimal equivalent.
27. Write a program to find the sum of the digits of a given number.
28. Write a program to check if a given year is a leap year.
29. Write a program to print the prime numbers between 1 and 100.
30. Write a program to implement bubble sort.
31. Write a program to solve a given Sudoku puzzle using a backtracking algorithm.
32. Write a program to implement the Knuth-Morris-Pratt (KMP) string matching algorithm.