

Assignment-4 (Iterative Control Statement)

- ① WAP to print MySirG 5 times on the screen.

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

```
int main()
```

```
{  
    int i=1;  
    do {  
        printf("\n MySirG");  
        i++;  
    } while (i<=5);  
    return 0;  
}
```

output: MySirG
MySirG
MySirG
MySirG
MySirG

- ② WAP to print the first 10 natural numbers.

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

```
int main()
```

```
{  
    for (int i=1; i<=10; i++)  
        printf("%d", i);  
    return 0;  
}
```

Output: 1 2 3 4 5 6 7 8 9 10

- ③ WAP to print the first 10 natural numbers in reverse order.

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

```
int main()
```

```
{  
    for (int i=10; i>=1; i--)  
        printf("%d", i);  
    return 0;  
}
```

Output: 10 9 8 7 6 5 4 3 2 1

- ④ WAP to print the first 10 odd natural numbers.

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

```
int main()
```

```
{  
    for (int i=1; i<=10; i++)  
        printf("%d", i*2-1);  
    return 0;  
}
```

⑤ WAP to print the first 10 odd natural numbers in reverse order.

```
#include <stdio.h>
int main()
{
    for (int i = 10; i >= 1; i--)
        printf("%d", 2*i-1);
    return 0;
}
```

⑥ WAP to print the first 10 even natural numbers

```
#include <stdio.h>
int main()
{
    for (int i = 1; i <= 10; i++)
        printf("%d", 2*i);
    return 0;
}
```

⑦ WAP to print the first 10 even natural numbers in reverse order.

```
#include <stdio.h>
int main()
{
    for (int i = 10; i >= 1; i++)
        printf("%d", 2*i);
    return 0;
}
```

⑧ WAP to print squares of the first 10 natural numbers.

```
#include <stdio.h>
int main()
{
    for (int i = 1; i <= 10; i++)
        printf("%d", i*i);
    return 0;
}
```

⑨ WAP to print cubes of the first 10 natural numbers

```
#include <stdio.h>
int main()
{
    for (int i = 1; i <= 10; i++)
        printf("%d", i*i*i);
    return 0;
}
```

10. WAP to print a table of 5.

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

```
int main()
```

```
{ int n=5;
```

```
  for(int i=1; i<=10; i++)
```

```
    printf("%d x %d = %d \n", n, i, n*i);
```

```
  return 0;
```

```
}
```