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main.c

```
1 #include <stdio.h>
2 int main()
3 {
4     int cie, see;
5     float total;
6     printf("Enter student marks: ");
7     scanf("%d%d%", &cie, &see);
8     total = (cie)+see/2;
9     printf("total = %.2f\n", total);
10    if(total>=90) {
11        printf("Grade S");
12    }
13    else if(total >= 80)
14    {
15        printf("Grade A");
16    }
17    else if(total >= 70)
18    {
19        printf("Grade B");
20    }
21    else if(total >= 60)
22    {
23        printf("Grade C");
24    }
25    else if(total >= 50)
26    {
27        printf("Grade D");
28    }
29    else if(total >= 40)
30    {
```

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main.c

```
19         printf("Grade B");
20     }
21     else if(total >= 60)
22     {
23         printf("Grade C");
24     }
25     else if(total >= 50)
26     {
27         printf("Grade D");
28     }
29     else if(total >= 40)
30     {
31         printf("Grade E");
32     }
33     else
34     {
35         printf("Grade F");
36     }
37
38     return 0;
39 }
40
41
```

main.c:7:16: warning: spurious trailing '%' in format [-Wformat=]

Enter student marks:



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main.c

```
19         printf("Grade B");  
20     }  
21     else if(total >= 60)  
22     {
```

```
▼ ✖ ⚙  
main.c:7:16: warning: spurious trailing '*' in format [-Wformat=]
```

```
Enter student marks: 40 85
```

```
total = 82.00
```

```
Grade A
```

```
...Program finished with exit code 0
```

```
Press ENTER to exit console.
```

I



main.c



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```
1 #include <stdio.h>
2 int main() {
3     int rows, i, j, number = 1;
4     printf("Enter the number of rows: ");
5     scanf("%d", &rows);
6     for (i = 1; i <= rows; i++) {
7         for (j = 1; j <= i; ++j) {
8             printf("%d ", number);
9             ++number;
10        }
11        printf("\n");
12    }
13    return 0;
14 }
```

Enter the number of rows: 4

1
2
3
4
5
6
7
8
9
10

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main.c

```
#include <stdio.h>
void main()
{
    int n1,n2;
    printf("Enter the first number ");
    scanf("%d",&n1);
    printf("Enter the second number ");
    scanf("%d",&n2);
    printf("The prime numbers are: ");
    for(int i=n1;i<=n2;i++)
    {
        int c=0;
        for(int j=1;j<=i;j++)
        {
            if(i%j==0)
            {
                c++;
            }
        }
        if(c==2)
        printf("%d ",i);
    }
}
```

Enter the first number



1bM19cS031_Raje...pdf



1Bm19Cs031_rajes...pdf



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main.c

```
1 //prime numbers between 1 to n
2 void main()
3 {
4     int n1,n2;
5     printf("Enter the first number ");
6     scanf("%d",&n1);
```

```
Enter the first number 1
Enter the second number 9
The prime numbers are: 2 3 5 7
```

```
...Program finished with exit code 9
Press ENTER to exit console.
```



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main.c

```
1 #include <stdio.h>
2 #include <math.h>
3 #define PI 3.14
4 int main()
5 {
6     float radius, height;
7     float surface_area, volume;
8     int option;
9
10    while (option != -1) {
11
12
13        printf("==Menu==\n");
14        printf("1.Area of Cylinder \n");
15        printf("2.Area of Cone\n");
16        printf("3.Area of Sphere\n");
17        printf("Enter the option from menu(-1 to exit)\n");
18        scanf("%d", &option);
19
20        if (option == 1)
21        {
22            printf("Enter value for radius and height of a cylinder \n");
23            scanf("%f%f", &radius, &height);
24            surface_area = 2 * (22 / 7) * radius * (radius + height);
25            volume = (22 / 7) * radius * radius * height;
26            printf("Surface area of cylinder is: %.3f\n", surface_area);
27            printf("\nVolume of cylinder is : %.3f\n", volume);
28        }
29        else if (option == 2)
30    }
```

```
main.c
26     surface_area = 2 * (22 / 7) * radius * (radius + height);
27     volume = (22 / 7) * radius * radius * height;
28     printf("Surface area of cylinder is: %.3f\n", surface_area);
29     printf("\nVolume of cylinder is : %.3f\n", volume);
30
31     }
32     else if (option == 2)
33     {
34         printf("Enter value of radius and height of a cone :\n ");
35         scanf("%f%f", &radius, &height);
36         surface_area = (22 / 7) * radius * (radius + sqrt(radius * radius + height * height));
37         volume = (1.0/3) * (22 / 7) * radius * radius * height;
38         printf("Surface area of cone is: %.3f\n", surface_area);
39         printf("\nVolume of cone is : %.3f\n", volume);
40
41     }else if(option==3){
42
43         printf("\n Please Enter the radius of a Sphere \n");
44         scanf("%f", &radius);
45
46         surface_area = 4 * PI * radius * radius;
47         volume = (4.0 / 3) * PI * radius * radius * radius;
48
49         printf("\nThe Surface area of a Sphere = %.2f\n", surface_area);
50         printf("\nThe Volume of a Sphere = %.2f\n", volume);
51     }
52
53 }
```

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main.c

```
surface_area = (2 * 3.14 * radius * (radius + height));
volume = (3.14 * radius * radius * height);
printf("Surface area of cylinder is: %.3f", surface_area);
printf("\nVolume of cylinder is : %.3f", volume);
```

==Menu==

1.Area of Cylinder
2.Area of Cone
3.Area of Sphere

Enter the option from menu(-1 to exit)

2

Enter[value of radius and height of a cone :

5 10

Surface area of cone is: 242.705

Volume of cone is : 250.000

==Menu==

1.Area of Cylinder
2.Area of Cone
3.Area of Sphere

Enter the option from menu(-1 to exit)

-1

...Program finished with exit code 0

Press ENTER to exit console.