1) Sum of multiples of 3 or 5 below 1000

```
C
#include <stdio.h>
int main() {
    int sum = 0;
    for (int i = 1; i < 1000; i++) {
        if (i % 3 == 0 || i % 5 == 0) {
            sum += i;
    printf("Sum = %d\n", sum);
    return 0;
```

2) Roots of quadratic equation

```
C
#include <stdio.h>
#include <math.h>
int main() {
    double a, b, c, D, x1, x2, real, imag;
    printf("Enter coefficients a, b, c: ");
    scanf("%lf %lf %lf", &a, &b, &c);
    D = b * b - 4 * a * c;
    if (D > 0) {
        x1 = (-b + sqrt(D)) / (2 * a);
        x2 = (-b - sqrt(D)) / (2 * a);
        printf("Roots are real and distinct: %.21f and %.2
    }
    else if (D == 0) {
        x1 = -b / (2 * a);
        printf("Roots are real and equal: %.2lf\n", x1);
    }
    else {
        real = -b / (2 * a);
        imag = sqrt(-D) / (2 * a);
        printf("Roots are complex: %.21f + %.21fi and %.21
    }
    return 0:
```

3) Largest among three numbers

```
C
#include <stdio.h>
int main() {
    int a, b, c, largest;
    printf("Enter three numbers: ");
    scanf("%d %d %d", &a, &b, &c);
    if (a >= b && a >= c)
        largest = a;
    else if (b >= a && b >= c)
        largest = b;
    else
        largest = c;
    printf("Largest number = %d\n", large
    return 0;
```

4) Even or Odd

```
C
#include <stdio.h>
int main() {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n \% 2 == 0)
        printf("%d is Even\n", n);
    else
        printf("%d is Odd\n", n);
    return 0;
```

5) Remainder and Quotient

```
C
#include <stdio.h>
int main() {
    int num, divisor, quotient, remainder
    printf("Enter number and divisor: ");
    scanf("%d %d", &num, &divisor);
    quotient = num / divisor;
    remainder = num % divisor;
    printf("Quotient = %d, Remainder = %d
    return 0;
```

6) Even numbers between 100 and 200

```
C
#include <stdio.h>
int main() {
    printf("Even numbers between 100 and
    for (int i = 100; i \le 200; i += 2) {
        printf("%d ", i);
    printf("\n");
    return 0;
```