

Name:

Date:

## Henkel CSR Bootcamp

### C Program Day 2 – Pattern Printing

#### Program 1:

Write a C program to check if user can play game (age > 10)

#### Hints for logic:

Take the user's age as input.

Use an if to check: Is age more than 10?

If yes → print: "You can play the game!"

If no → print: "Sorry, you are too young to play."

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## Program 2:

Write a C program to check student grading system

### Hints for Logic :

Hint 1: Use comparison operators to check marks range. Example: marks  $\geq$  90 means the marks are 90 or more. Use if, else if, and else to check ranges.

Hint 2: Start checking from the highest grade first. Always check for Grade A first, then go to B, C, etc. This avoids wrong grading.

Hint 3: Use if-else structure to decide grade based on marks. Only one condition will match, so once a grade is given, the rest are skipped.