The Loop Control Structure

1) *Write a program to find the factorial value of any number entered through the keyboard.*

2) *Two numbers are entered through the keyboard. Write a program to find the value of one number raised to the power of another.*

3) *Write a program to print all the ASCII values and their equivalent characters using a* ***while*** *loop. The ASCII values vary from 0 to 255.*

4) *Write a program to print out all Armstrong numbers between 1 and 500. If sum of cubes of each digit of the number is equal to the number itself, then the number is called an Armstrong number. For example, 153 = (1 * 1 * 1) + (5 * 5 * 5) + (3 * 3 * 3)*

5) *Write a program to enter the numbers till the user wants and at the end it should display the count of positive, negative and zeros entered.*

6) *Write a program to print all prime numbers from 1 to 300.*

7) Write a do-while loop that asks the user to enter two numbers. The numbers should be added and the sum displayed. The loop should ask the user whether he or she wishes to perform the operation again. If so, the loop should repeat; otherwise it should terminate.

8) Write a program to enter the numbers till the user wants and at the end the program should display the largest and smallest numbers entered.