# Lab Manual 06 Lab task submission

```
#include <iostream>
using namespace std;
int main() {    int
n1=0,n2=1,n3,i,number
   cout<<"Enter the
number of elements: ";
cin>>number;
cout<<n1<<" "<<n2<<"
for(i=2;i<number;++i)
{
 n3=n1+n2;
cout<<n3<<" ";
n1=n2;
n2=n3;
return 0;
 }
```

```
#include <iostream>
using namespace std;
int main() { int
rows, num = 1;
  cout << "Enter
number of rows: ";
cin >> rows; for(int i =
1; i <= rows; i++)
 { for(int j = 1; j
<= i; j++)
       cout << num <<
"";
        num++;
      }
     cout << endl;
  }
  return 0;
}
```

```
Enter number of rows: 4

1

2 3

4 5 6

7 8 9 10

Process exited after 1.618 seconds with return value 0

Press any key to continue . . .
```

# Lab manual 06 Home task submission

```
#include <iostream>
#include <cmath> using
namespace std;
bool isPrime(int number) {
if (number <= 1) {
return false;
  }
  for (int i = 2; i <= sqrt(number); ++i) {
if (number % i == 0) {
                           return
false;
    }
  }
  return true;
}
int main() {
int sum = 0;
```

Process exited after 0.07963 seconds with return value 0

### Task 02

```
#include <iostream> using
namespace std;
int main() {
  int rows,i,j;
  cout<<"enter the number rows ";
cin>>rows;
```

Press any key to continue . . .

```
for ( i = 1; i <= rows; ++i) {
for ( j = 1; j <= i; ++j) {
  cout << j << " ";
  }
  cout << endl;
}
return 0;
}</pre>
```

```
enter the number rows 6

1

1 2

1 2 3

1 2 3 4

1 2 3 4 5

1 2 3 4 5 6

Process exited after 3.59 seconds with return value 0

Press any key to continue . . .
```

```
#include <iostream> using
namespace std;
int main() {
  int rows;
    cout << "Enter the number of rows: ";
  cin >> rows;
  int number = -2;
```

```
for (int i = 1; i \le rows; ++i) {
for (int j = 1; j \le i; ++j) {
     cout << number + 2 << " ";
   }
    cout << endl;
    number += 2;
 }
 return 0;
}
  © C:\Users\TALHA SANGRASI\O X
 Enter the number of rows: 5
 2 2
 4 4 4
 6 6 6 6
 8 8 8 8 8
```

Process exited after 5.12 seconds with return value 0

Press any key to continue . . .