

21. wap_to_display_star_pattern_2

```
#include <stdio.h>
```

```
int main() {  
    for (int i = 3; i >= 1; i--) {  
        for (int j = 1; j <= i; j++) {  
            printf("* ");  
        }  
        printf("\n");  
    }  
    return 0;  
}
```

22. wap_to_display_the_following_pattern

```
#include <stdio.h>
```

```
int main() {  
    int num = 1;  
    for (int i = 1; i <= 3; i++) {  
        for (int j = 1; j <= i; j++) {  
            printf("%d ", num++);  
        }  
        printf("\n");  
    }  
    return 0;  
}
```

23. wap_to_write_a_menu_driven_program_to_demonstrate_all_arithmetic_operations

```
#include <stdio.h>
```

```
int main() {
```

```
    int choice;
```

```
    float a, b;
```

```
    printf("1. Addition\n2. Subtraction\n3. Multiplication\n4. Division\n");
```

```
    printf("Enter your choice: ");
```

```
    scanf("%d", &choice);
```

```
    printf("Enter two numbers: ");
```

```
    scanf("%f %f", &a, &b);
```

```
    switch (choice) {
```

```
        case 1: printf("Result: %.2f\n", a + b); break;
```

```
        case 2: printf("Result: %.2f\n", a - b); break;
```

```
        case 3: printf("Result: %.2f\n", a * b); break;
```

```
        case 4:
```

```
            if (b != 0) {
```

```
                printf("Result: %.2f\n", a / b);
```

```
            } else {
```

```
                printf("Error: Division by zero\n");
```

```
            }
```

```
            break;
```

```
        default: printf("Invalid choice\n");
```

```
    }
```

```
    return 0;
```

```
}
```

24. wap_to_accept_1_d_integer_array_and_display_it

```
#include <stdio.h>
```

```
int main() {  
    int arr[100], n;  
    printf("Enter number of elements: ");  
    scanf("%d", &n);  
    printf("Enter elements: ");  
    for (int i = 0; i < n; i++) {  
        scanf("%d", &arr[i]);  
    }  
    printf("Array elements: ");  
    for (int i = 0; i < n; i++) {  
        printf("%d ", arr[i]);  
    }  
    printf("\n");  
    return 0;  
}
```

25. wap_to_accept_1_d_integer_array_and_display_it_in_reverse_order

```
#include <stdio.h>
```

```
int main() {  
    int arr[100], n;  
    printf("Enter number of elements: ");  
    scanf("%d", &n);
```

```

printf("Enter elements: ");
for (int i = 0; i < n; i++) {
    scanf("%d", &arr[i]);
}
printf("Array elements in reverse: ");
for (int i = n - 1; i >= 0; i--) {
    printf("%d ", arr[i]);
}
printf("\n");
return 0;
}

```

26. wap_to_accept_1_d_integer_array_display_its_even_elements

```

#include <stdio.h>

int main() {
    int arr[100], n;
    printf("Enter number of elements: ");
    scanf("%d", &n);
    printf("Enter elements: ");
    for (int i = 0; i < n; i++) {
        scanf("%d", &arr[i]);
    }
    printf("Even elements: ");
    for (int i = 0; i < n; i++) {
        if (arr[i] % 2 == 0) {
            printf("%d ", arr[i]);
        }
    }
}

```

```
}  
  
printf("\n");  
  
return 0;  
  
}
```

27. wap_to_accept_1_d_integer_array_and_display_sum_of_all_array_elements

```
#include <stdio.h>
```

```
int main() {  
    int arr[100], n, sum = 0;  
    printf("Enter number of elements: ");  
    scanf("%d", &n);  
    printf("Enter elements: ");  
    for (int i = 0; i < n; i++) {  
        scanf("%d", &arr[i]);  
        sum += arr[i];  
    }  
    printf("Sum of elements: %d\n", sum);  
    return 0;  
}
```

28. wap_to_find_sum_of_digits_of_a_no

```
#include <stdio.h>
```

```
int main() {  
    int num, sum = 0;  
    printf("Enter a number: ");
```

```

scanf("%d", &num);
while (num != 0) {
    sum += num % 10;
    num /= 10;
}
printf("Sum of digits: %d\n", sum);
return 0;
}

```

29. wap_to_display_reverse_of_a_number

```

#include <stdio.h>

int main() {
    int num, reversed = 0;
    printf("Enter a number: ");
    scanf("%d", &num);
    while (num != 0) {
        reversed = reversed * 10 + num % 10;
        num /= 10;
    }
    printf("Reversed number: %d\n", reversed);
    return 0;
}

```

30. wap_to_check_whether_the_entered_number_is_palindrome_or_not

```

#include <stdio.h>

```

```
int main() {  
    int num, original, reversed = 0;  
    printf("Enter a number: ");  
    scanf("%d", &num);  
    original = num;  
    while (num != 0) {  
        reversed = reversed * 10 + num % 10;  
        num /= 10;  
    }  
    if (original == reversed) {  
        printf("Palindrome\n");  
    } else {  
        printf("Not a Palindrome\n");  
    }  
    return 0;  
}
```