1.

#include <stdio.h>

int main() {

int age;

printf("HI HOW OLD ARE YOU?");

scanf("%d",&age);

printf("\n\n");

printf("WELCOME%d\n",age);

printf("LET'S BE FRIENDS!\n");

return 0;

}

2.

#include <stdio.h>

int main() {

printf("%5d%5d%5d\n", 2,4,8);

printf("%5d%5d%5d\n", 3,9,27);

printf("%5d%5d%5d\n", 4,16,64);

}

3.

#include<stdio.h>

int main()

float avgspeed,timetaken,distance;

printf("Enter distance:");

scanf("%f",&distance);

printf("Enter time:");

scanf("%f",&timetaken);

avgspeed=distance/timetaken;

printf("Average speed=%.2f m/s",avgspeed);

}

* The average speed in this program is not of integer data type; instead, it is of decimal data type. Even if we input distance and time as integers, the resulting average speed will be a decimal value. Consequently, if we attempt to use an integer data type for the average speed, it will cause the entire program to crash. Therefore, it is necessary to handle both distance, time, and average speed using either the float or double data type.

4.

#include<stdio.h>

int main()

float f,c;

printf("Enter Fahrenheit value:");

scanf("%f",&f);

printf("Celsius value is:%f\n",c);

}