

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

```
int main()
```

```
{
```

```
    printf("Enter a number");
```

```
    int a,temp=0;
```

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

```
    for(int i = 1; i<=10;i++){
```

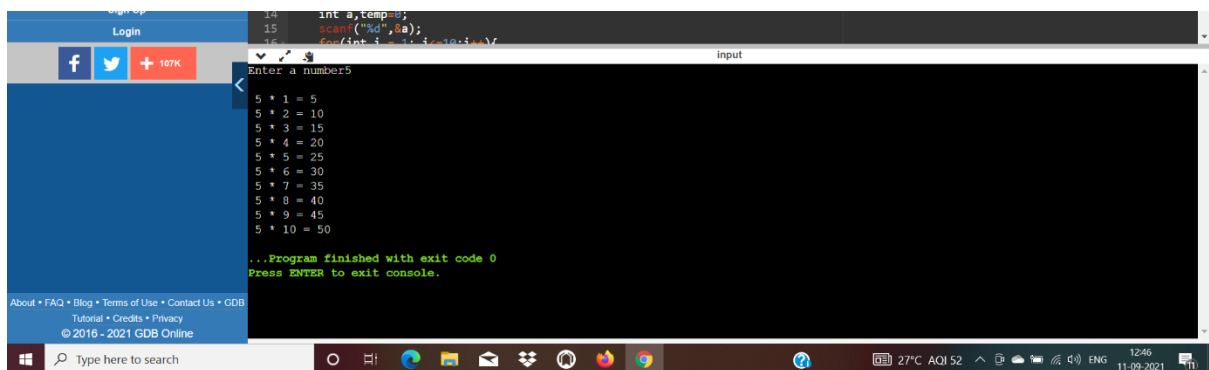
```
        temp = a*i;
```

```
        printf("\n %d * %d = %d",a,i,temp);
```

```
    }
```

```
    return 0;
```

```
}
```



The screenshot shows a web-based IDE with a dark theme. The code editor at the top contains the C program. Below the code editor, the input field shows '5'. The output window displays the results of the program's execution, showing the multiplication of 5 by integers from 1 to 10. The program finishes with exit code 0, and the user is prompted to press ENTER to exit the console. The IDE interface includes a sidebar with social media links and a footer with navigation links and copyright information.

```
14     int a,temp=0;
15     scanf("%d",&a);
16     for(int i = 1; i<=10;i++){
17         temp = a*i;
18         printf("\n %d * %d = %d",a,i,temp);
19     }
20     return 0;
21 }
```

input

Enter a number: 5

```
5 * 1 = 5
5 * 2 = 10
5 * 3 = 15
5 * 4 = 20
5 * 5 = 25
5 * 6 = 30
5 * 7 = 35
5 * 8 = 40
5 * 9 = 45
5 * 10 = 50

...Program finished with exit code 0
Press ENTER to exit console.
```

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

```
int main()
```

```
{
```

```
    printf("Enter a number");
```

```
    int a,temp=0;
```

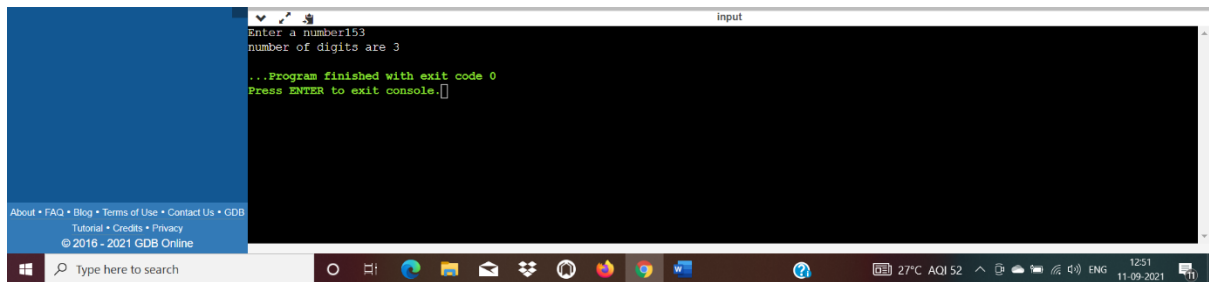
```
    scanf("%d",&a);
```

```
    while(a>0){
```

```

    temp++;
    a=a/10;
}
printf("number of digits are %d",temp);
return 0;
}

```



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

```

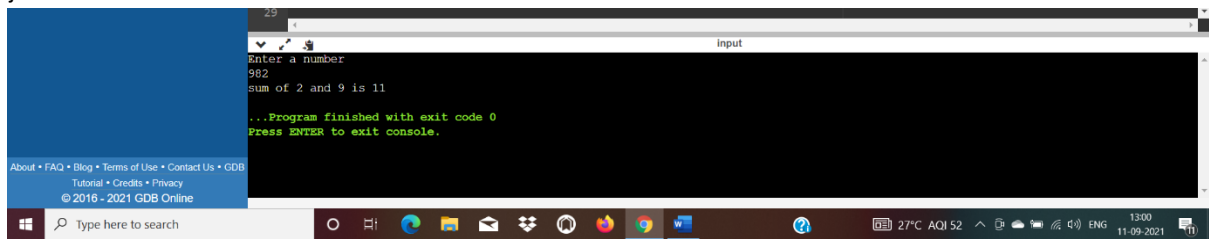
int main()
{
    printf("Enter a number");
    int a,temp=0, temp2=0, sum;
    scanf("%d",&a);
    while(a>0){
        temp=a%10;
        a=a/10;
        break;
    }
    while(a>0){
        temp2=a%10;
        a=a/10;
    }
    sum = temp+temp2;
    printf("sum of %d and %d is %d",temp,temp2,sum);
}

```

```

return 0;
}

```



```

29
input
Enter a number
982
sum of 2 and 9 is 11
...Program finished with exit code 0
Press ENTER to exit console.

```

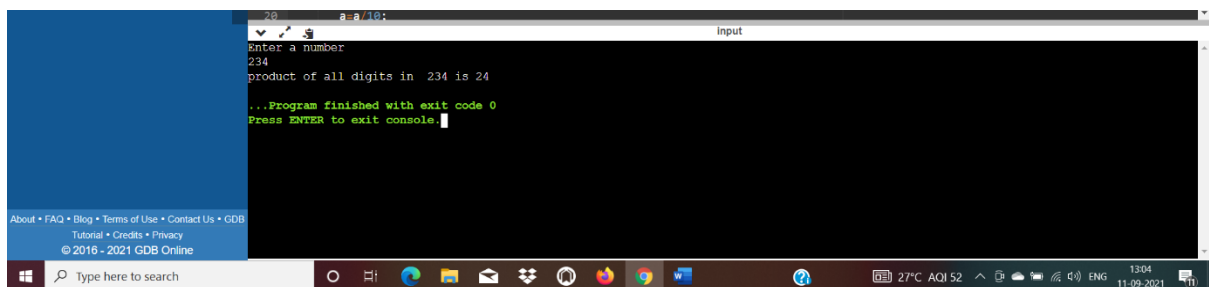
```
#include <stdio.h>
```

```

int main()
{
    printf("Enter a number");
    int a,temp=0,product=1;
    scanf("%d",&a);
    int n = a;
    while(a>0){
        temp=a%10;
        product = product*temp;
        a=a/10;
    }

    printf("product of all digits in %d is %d",n,product);
    return 0;
}

```



```

28 a=a/10;
input
Enter a number
234
product of all digits in 234 is 24
...Program finished with exit code 0
Press ENTER to exit console.

```

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

```

int main()
{
    printf("Enter a number and power");

    int a,temp,product=1;

    scanf("%d %d",&a,&temp);

    for(int i=0 ;i<temp;i++){

        product=product*a;

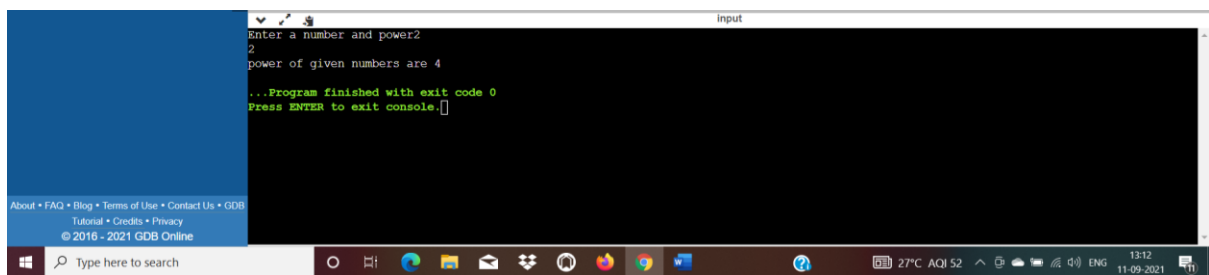
    }

    printf("power of given numbers are %d",product);

    return 0;

}

```



```

#include <stdio.h>

```

```

int main()
{
    printf("Enter a number to find factorial");

    int a,product=1;

    scanf("%d",&a);

    for(int i =1 ;i<=a;i++){

        product=product*i;

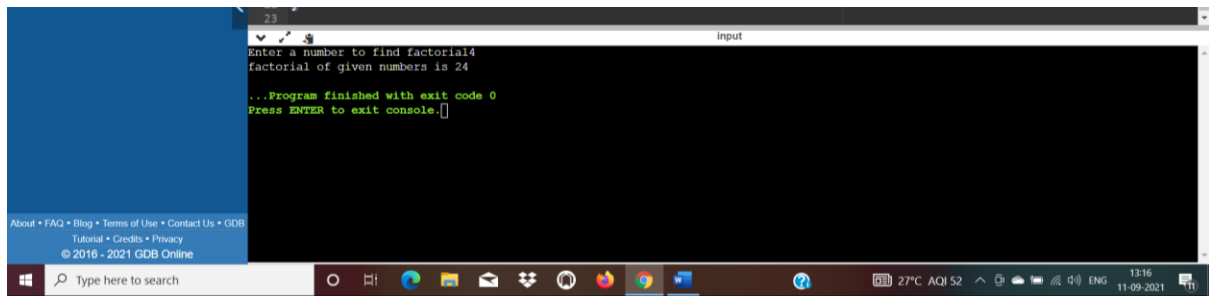
    }

    printf("factorial of given numbers is %d",product);

    return 0;

}

```



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

```
int main() {
```

```
    int a, b, x, y, t, gcd, lcm;
```

```
    printf("Enter two integers\n");
```

```
    scanf("%d%d", &x, &y);
```

```
    a = x;
```

```
    b = y;
```

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

```
        t = b;
```

```
        b = a % b;
```

```
        a = t;
```

```
    }
```

```
    gcd = a;
```

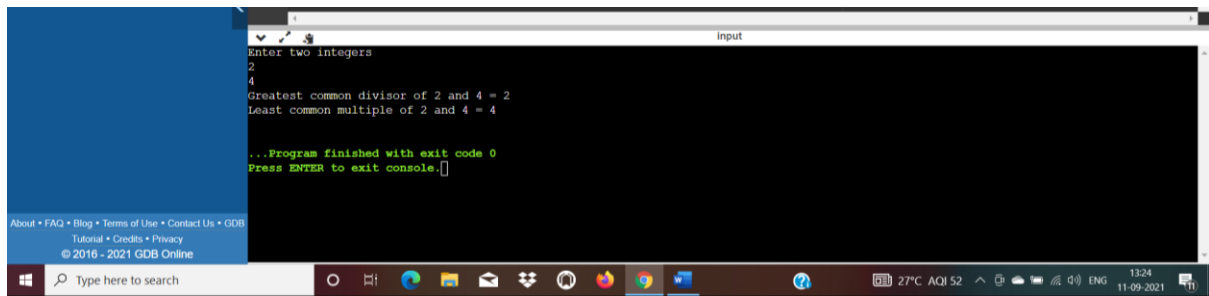
```
    lcm = (x*y)/gcd;
```

```
    printf("Greatest common divisor of %d and %d = %d\n", x, y, gcd);
```

```
    printf("Least common multiple of %d and %d = %d\n", x, y, lcm);
```

```
    return 0;
```

```
}
```



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

```
int main() {  
    printf("enter limit");  
  
    int n;  
    scanf("%d",&n);  
    for(int i = 1; i<=n;i++){  
        int sum=0;  
        for(int j = 1;j<i;j++){  
            if(i%j==0){  
                sum = sum+j;  
            }  
        }  
  
        if(sum==i){  
            printf("%d, ",sum);  
        }  
    }  
    return 0;  
}
```

