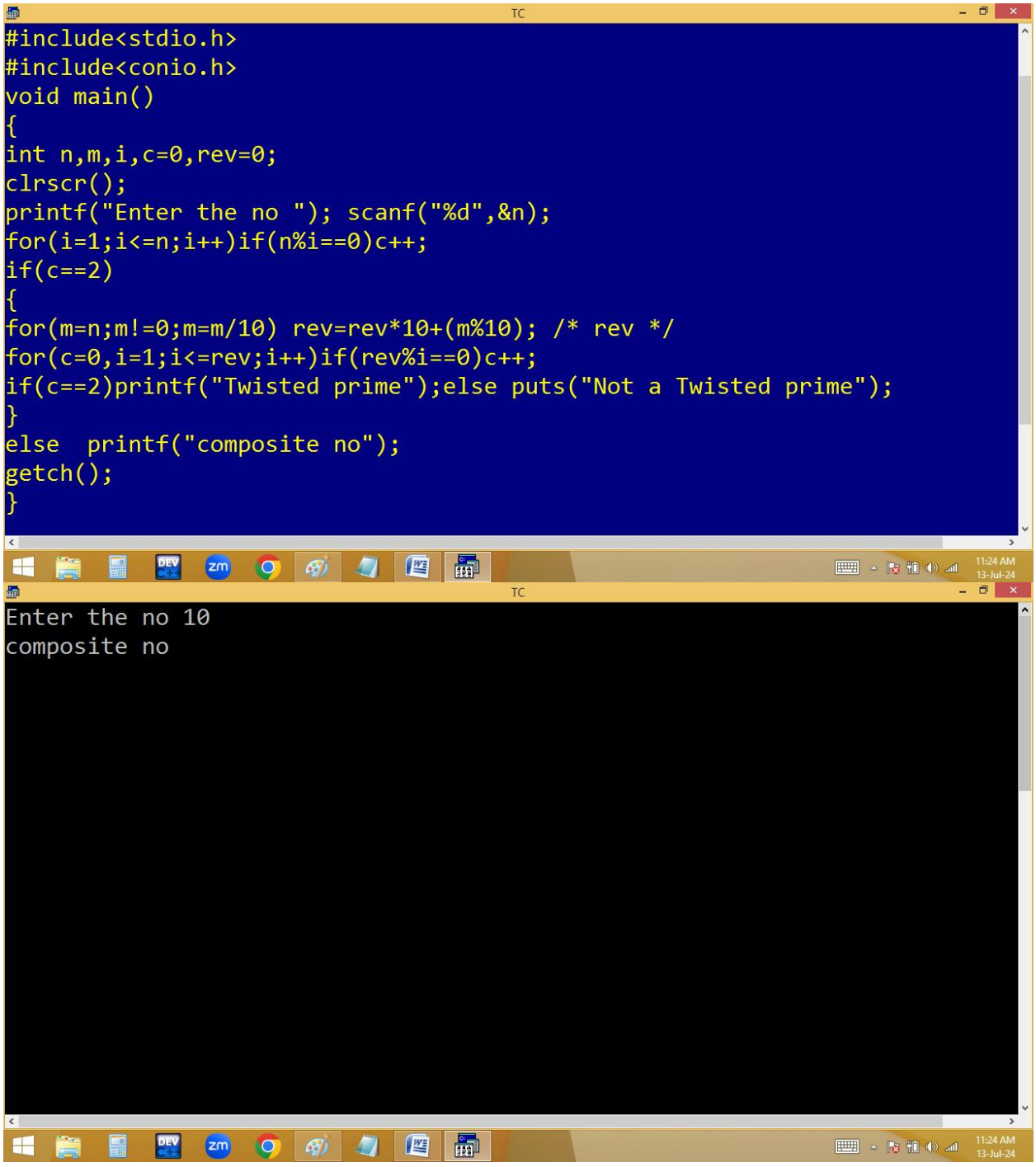
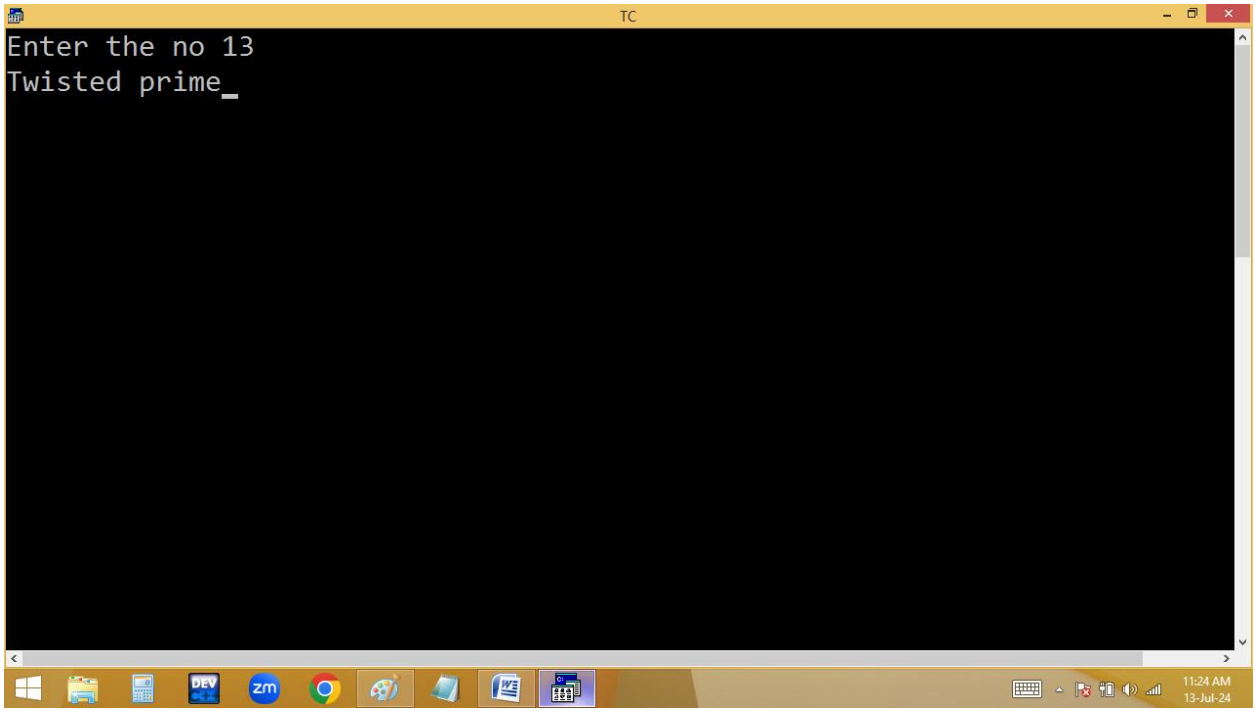
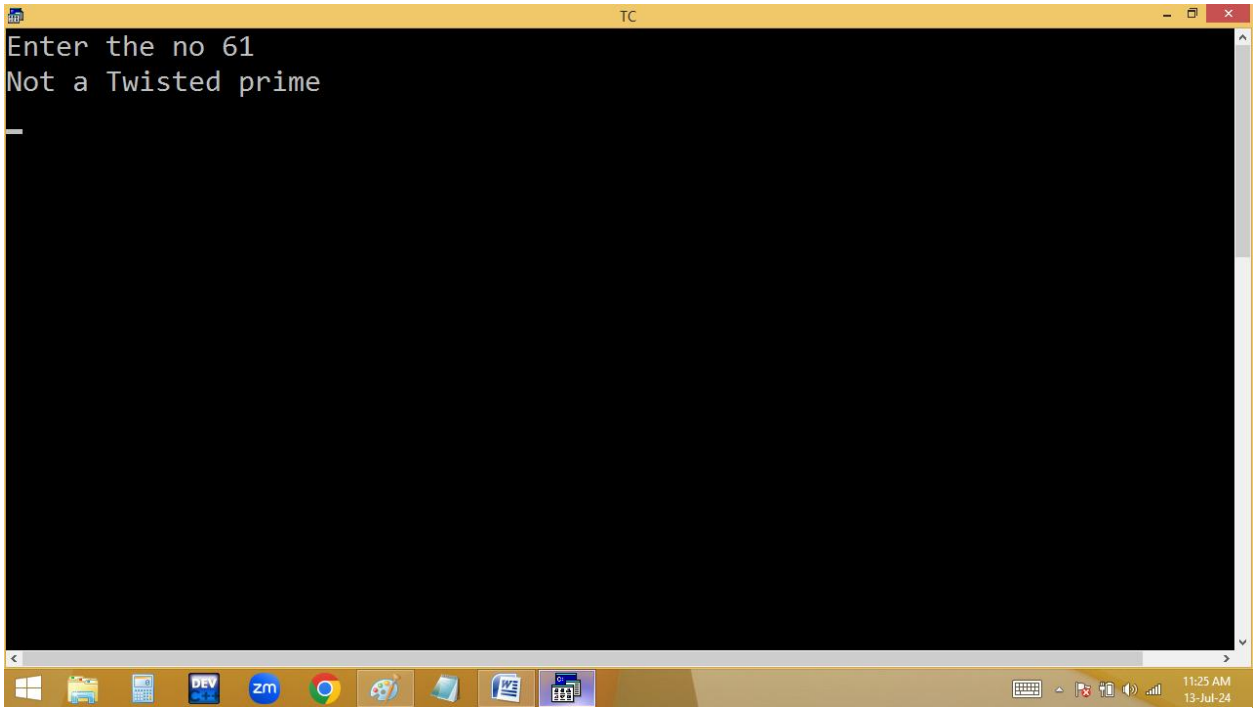
Finding twisted prime:

13 and reverse 31 both are primes.




TC
Enter the no 13
Twisted prime
11:24 AM
13-Jul-24



n

13 % 1 = 0

13 % 13 = 0

reV

31 % 1 = 0

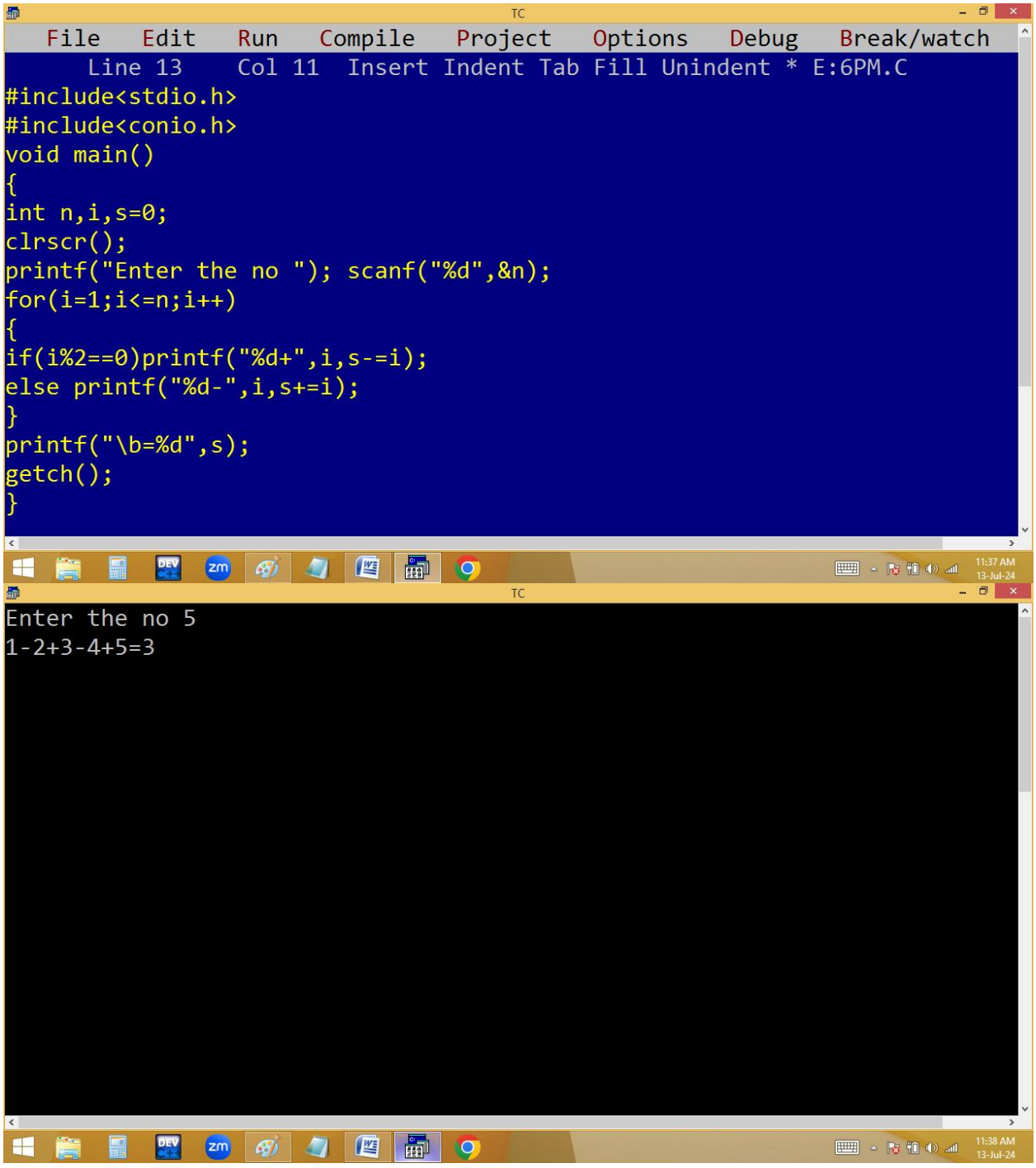
31 % 31 = 0

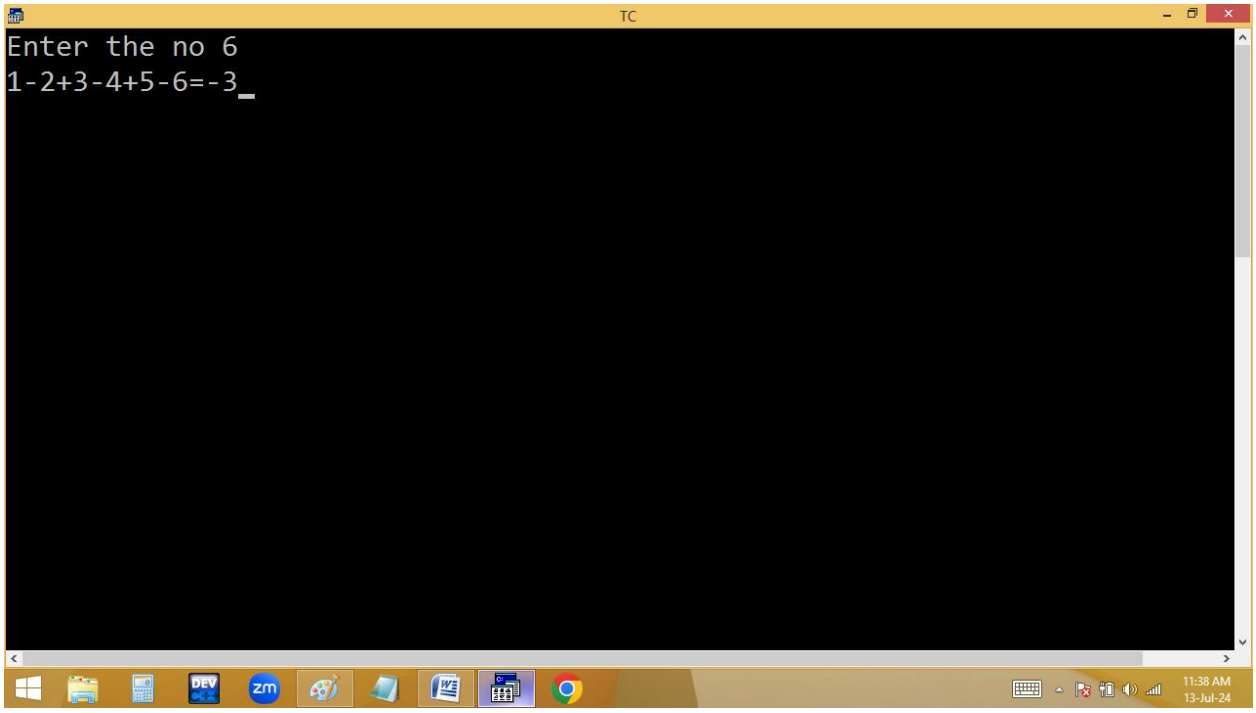
Printing below series:

n=5 ➔ 1-2+3-4+5=3

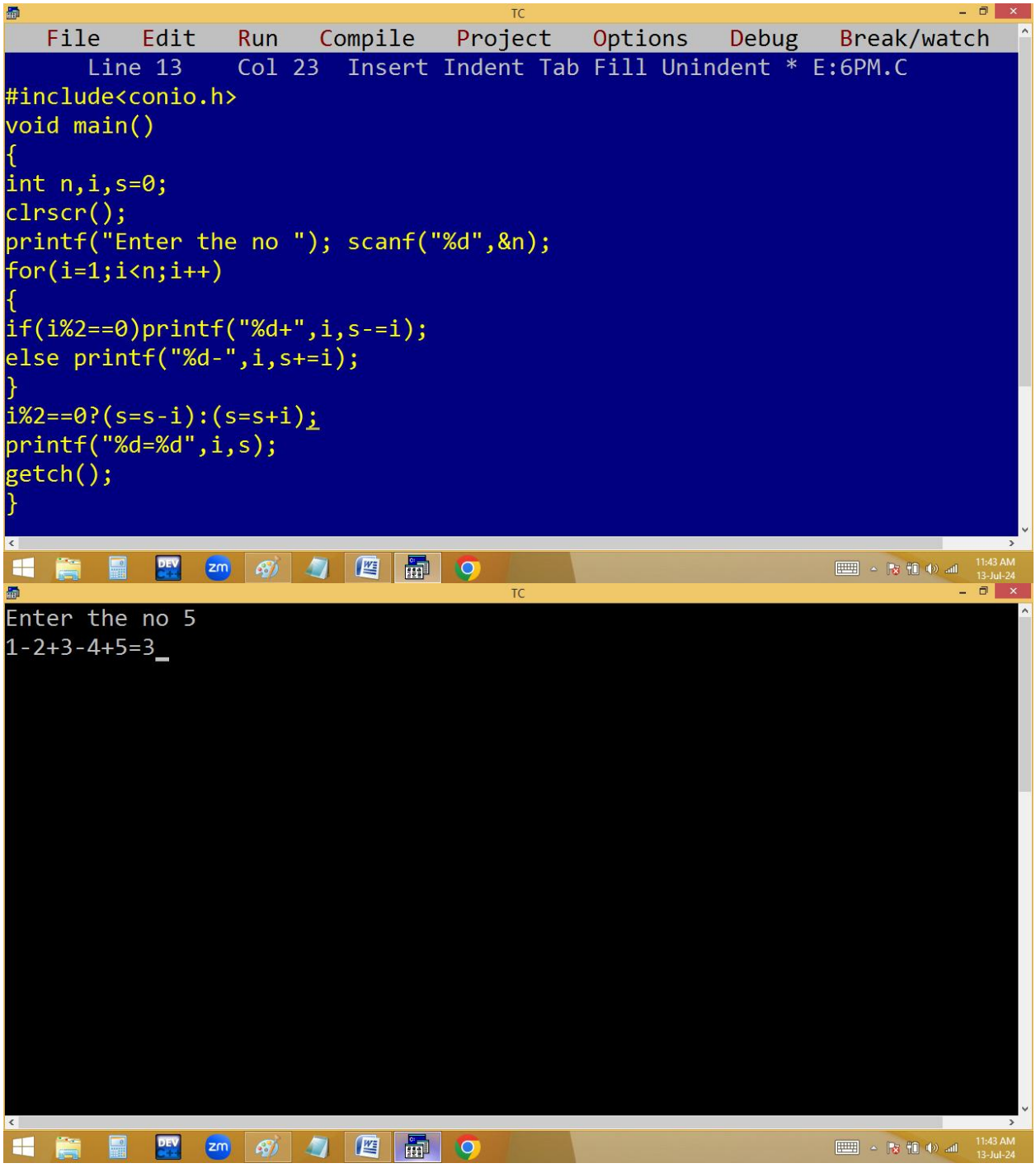
if(i%2==0)p(i+,s=s-i);

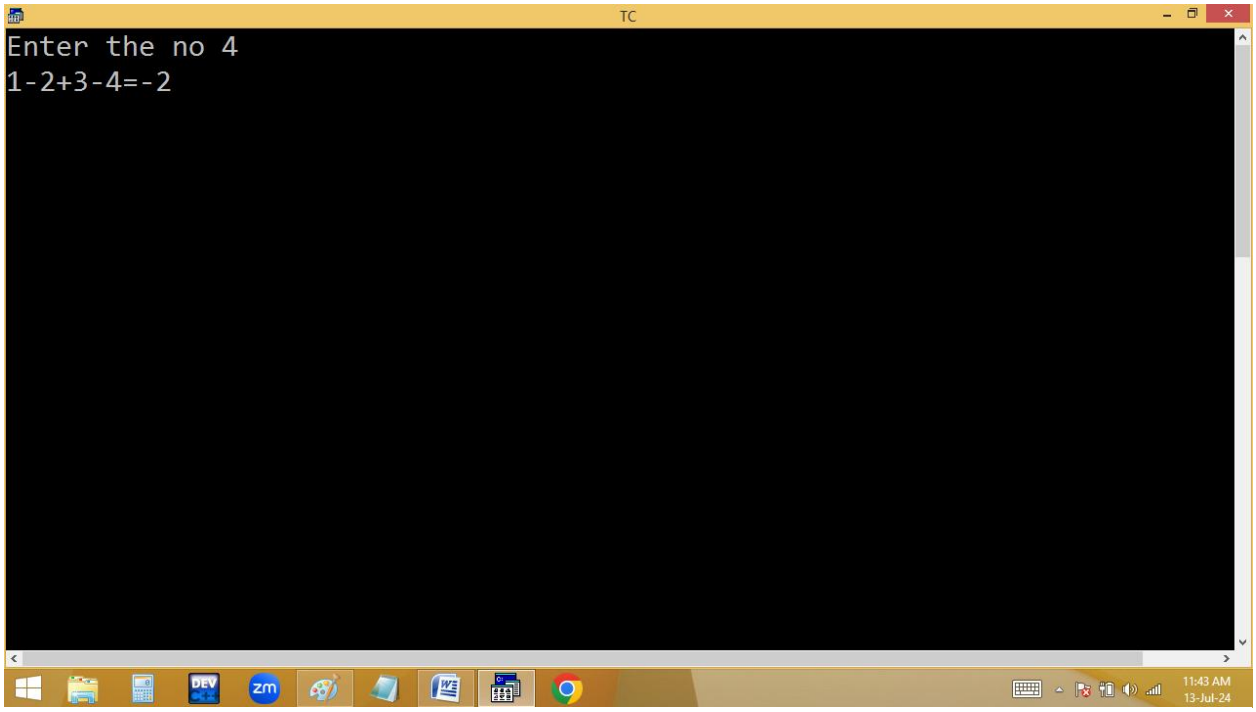
else p(i-,s=s+i);


TC
File Edit Run Compile Project Options Debug Break/watch
Line 13 Col 11 Insert Indent Tab Fill Unindent * E:6PM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int n,i,s=0;
clrscr();
printf("Enter the no "); scanf("%d",&n);
for(i=1;i<=n;i++)
{
if(i%2==0)printf("%d+",i,s-=i);
else printf("%d-",i,s+=i);
}
printf("\b=%d",s);
getch();
}
11:37 AM
13-Jul-24
TC
Enter the no 5
1-2+3-4+5=3
11:38 AM
13-Jul-24



Without using \b:


TC
File Edit Run Compile Project Options Debug Break/watch
Line 13 Col 23 Insert Indent Tab Fill Unindent * E:6PM.C
#include<conio.h>
void main()
{
int n,i,s=0;
clrscr();
printf("Enter the no "); scanf("%d",&n);
for(i=1;i<n;i++)
{
if(i%2==0)printf("%d+",i,s-=i);
else printf("%d-",i,s+=i);
}
i%2==0?(s=s-i):(s=s+i);
printf("%d=%d",i,s);
getch();
}
TC
Enter the no 5
1-2+3-4+5=3




```
for(i=1;i< 5;i++)
{
if(i%2==0) p("%d+",i,s=s-i);
else  p("%d-",i,s=s+i);
}

i%2==0?s=s-i:s=s+i;
p("%d=%d",i,s);
```

i	n
1	5
2	
3	
4	
5	

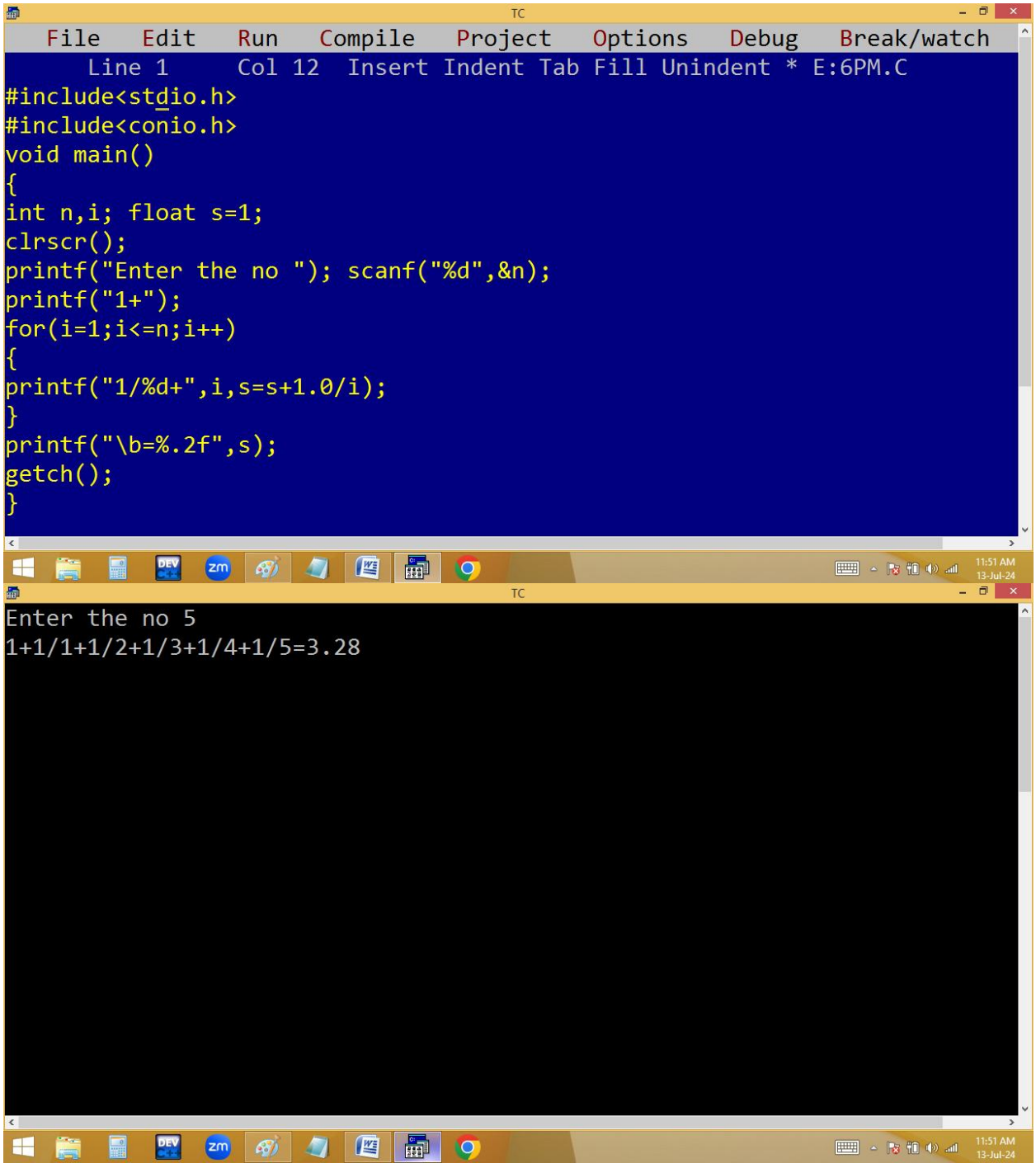
s
0+1=1
1-2=-1
-1+3=2
+2-4=-2

1-2+3-4+5=3

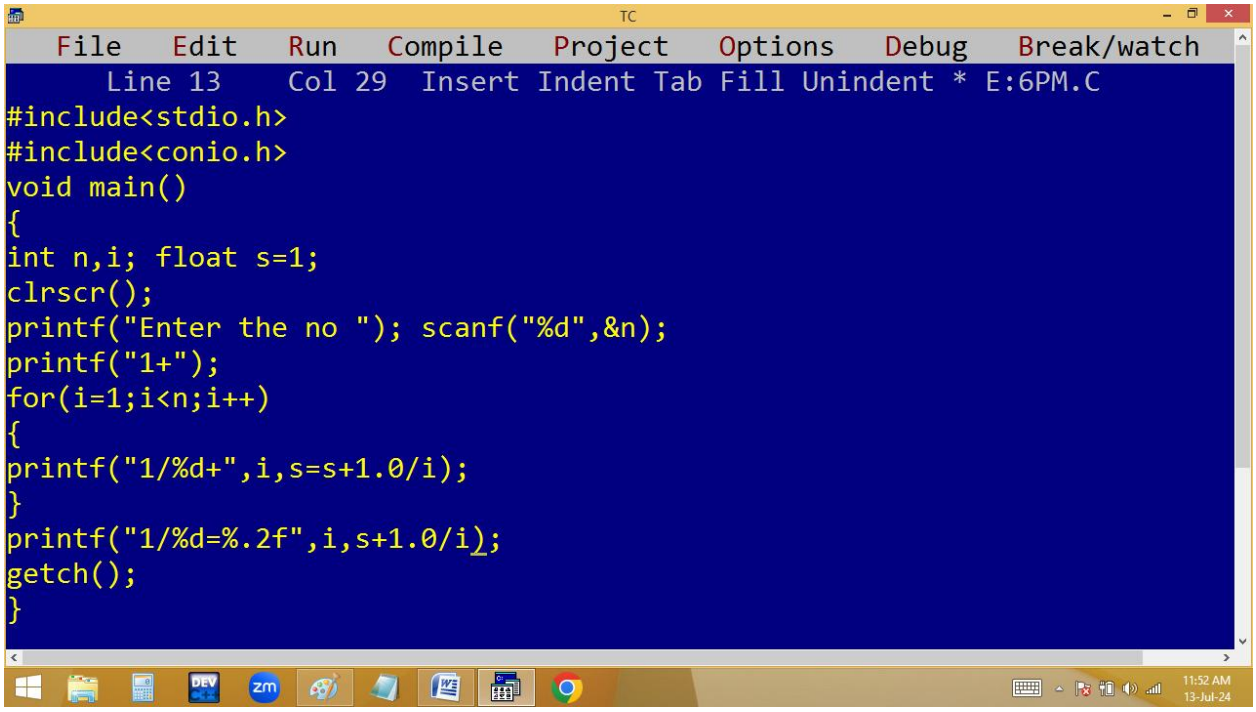
Printing Harmonic series:

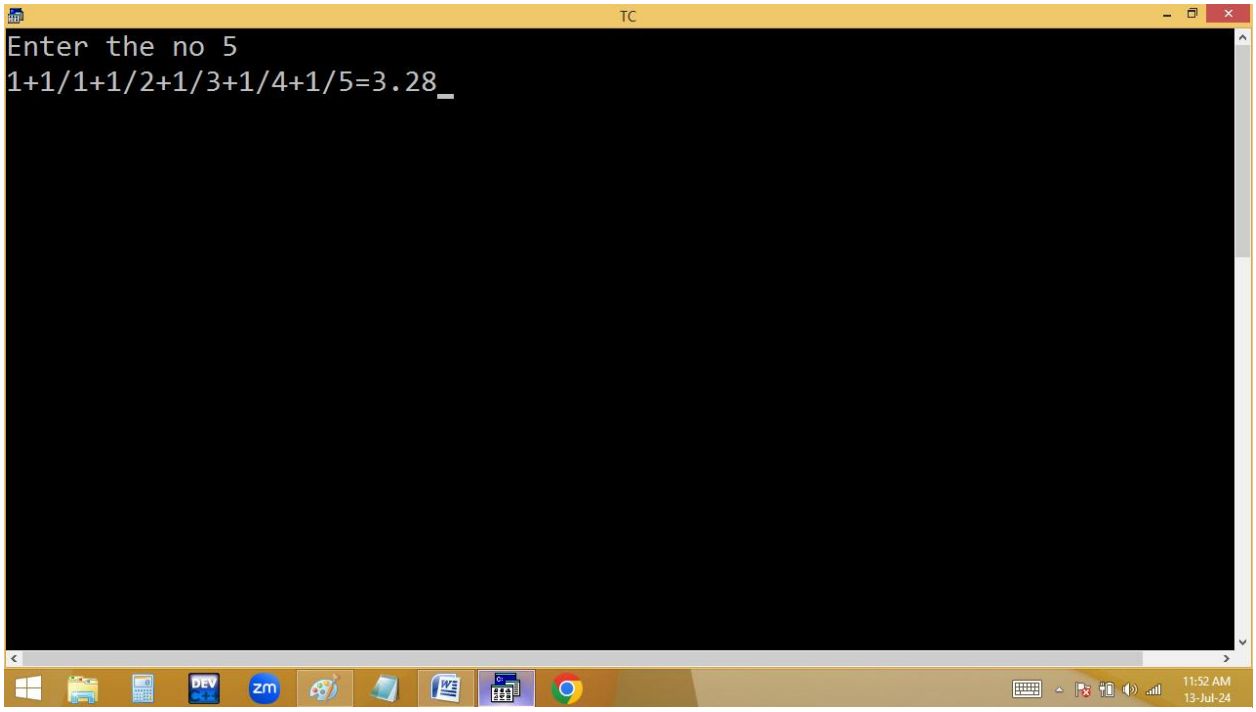
n=5

1+1/1+1/2+1/3+1/4+1/5=3.28


TC
File Edit Run Compile Project Options Debug Break/watch
Line 1 Col 12 Insert Indent Tab Fill Unindent * E:6PM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int n,i; float s=1;
clrscr();
printf("Enter the no "); scanf("%d",&n);
printf("1+");
for(i=1;i<=n;i++)
{
printf("1/%d+",i,s=s+1.0/i);
}
printf("\b=%.2f",s);
getch();
}
TC
Enter the no 5
1+1/1+1/2+1/3+1/4+1/5=3.28

Without \b:


TC
File Edit Run Compile Project Options Debug Break/watch
Line 13 Col 29 Insert Indent Tab Fill Unindent * E:6PM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int n,i; float s=1;
clrscr();
printf("Enter the no "); scanf("%d",&n);
printf("1+");
for(i=1;i<n;i++)
{
printf("1/%d+",i,s=s+1.0/i);
}
printf("1/%d=%.2f",i,s+1.0/i);
getch();
}



n 5

i 1 2

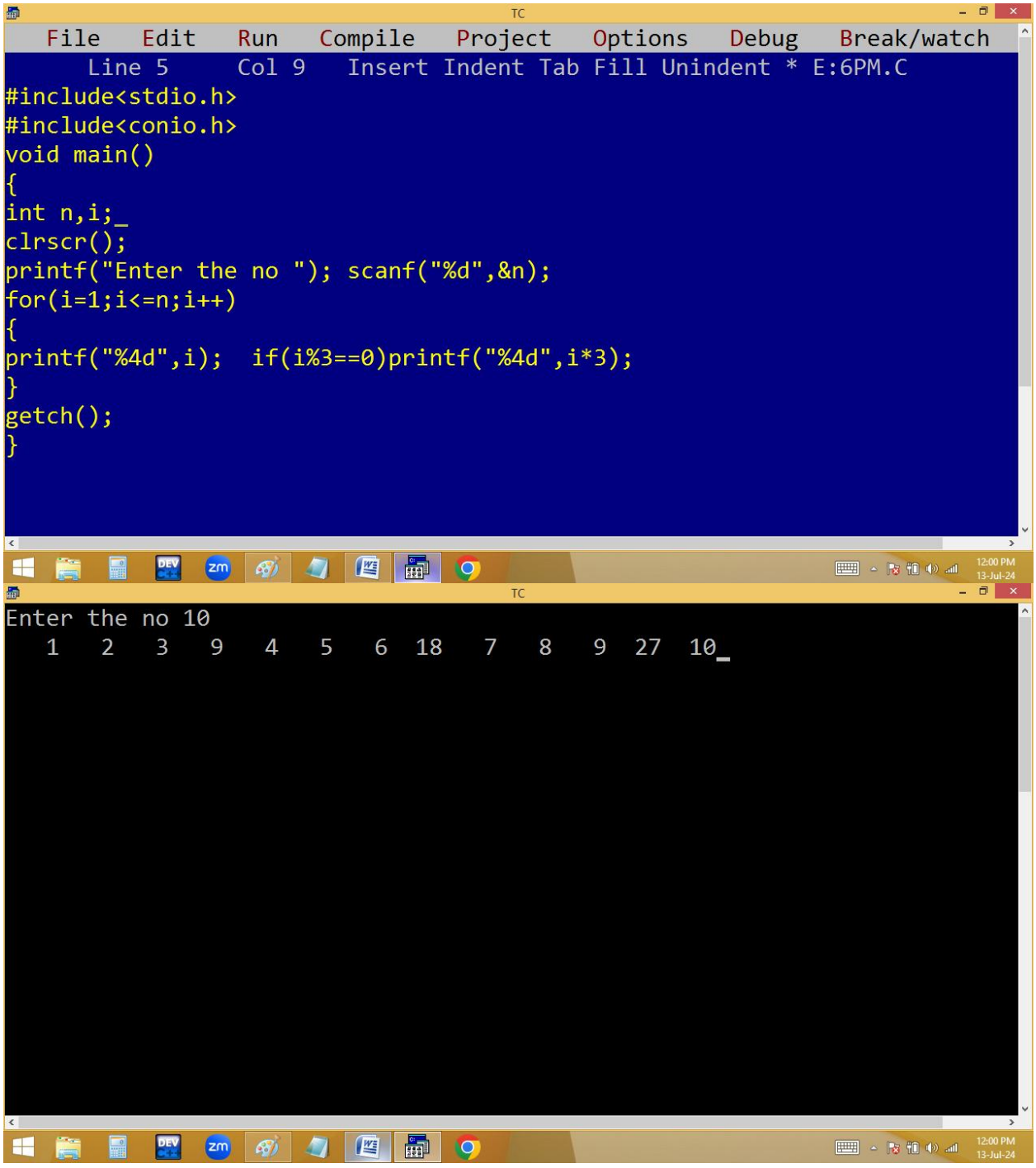
5 1+1+0.5

```
p("1+");
for(i=1;i<=5;i++)
{
p("1/%d+",i,s=s+1.0/i);
}
p("\b=%.2f",s);
```

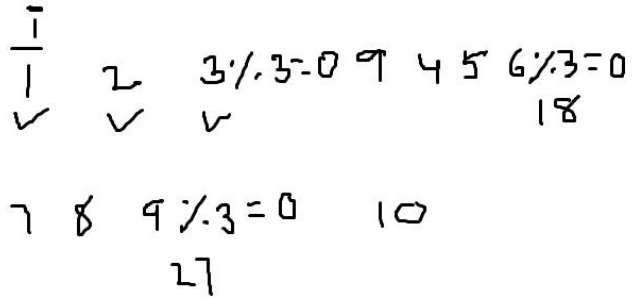
1+1/1+1/2+

Printing below series:

n=10 ➔ 1 2 3 9 4 5 6 18 7 8 9 27 10

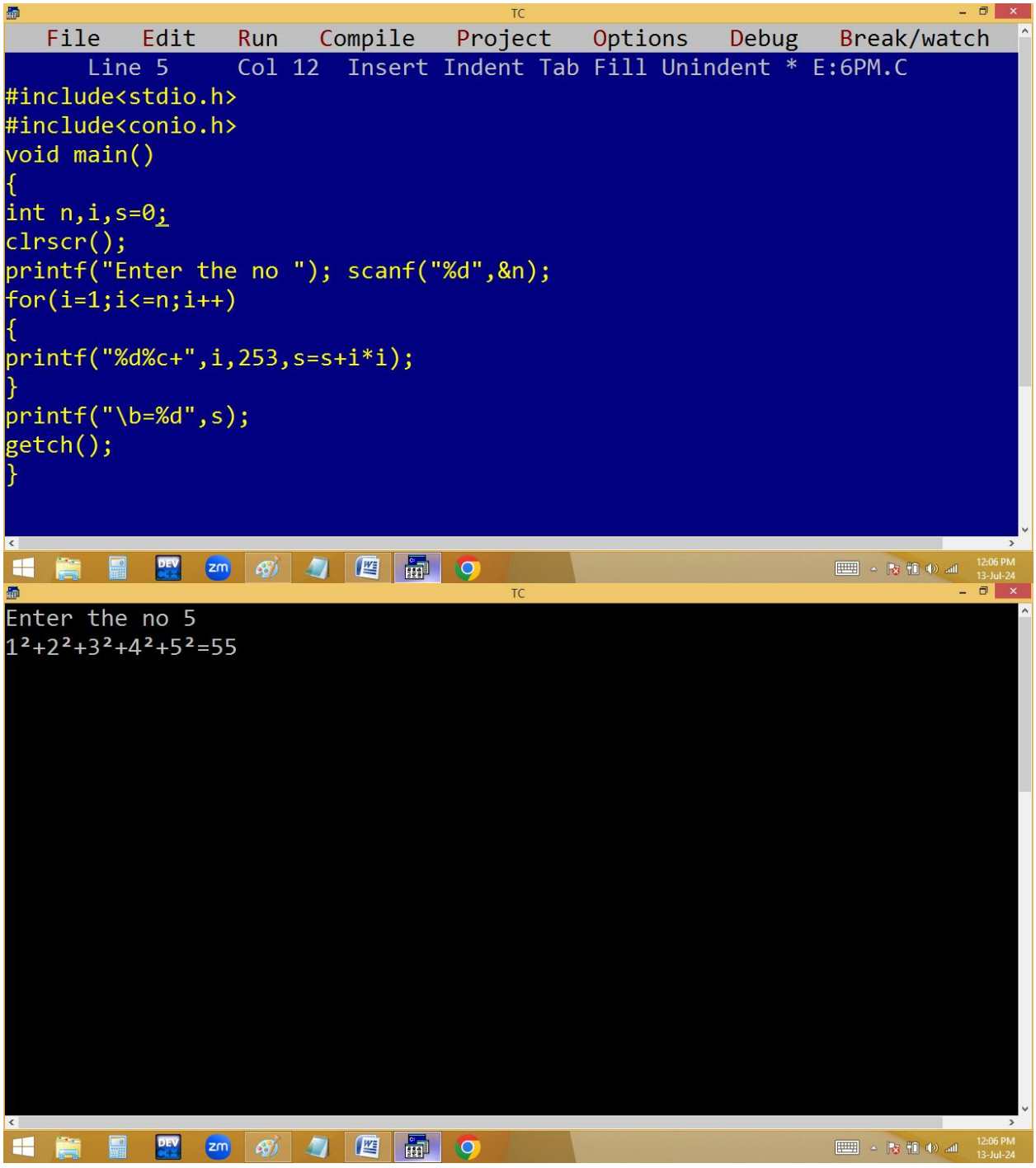

TC
File Edit Run Compile Project Options Debug Break/watch
Line 5 Col 9 Insert Indent Tab Fill Unindent * E:6PM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int n,i;
clrscr();
printf("Enter the no "); scanf("%d",&n);
for(i=1;i<=n;i++)
{
printf("%4d",i); if(i%3==0)printf("%4d",i*3);
}
getch();
}
TC
Enter the no 10
1 2 3 9 4 5 6 18 7 8 9 27 10

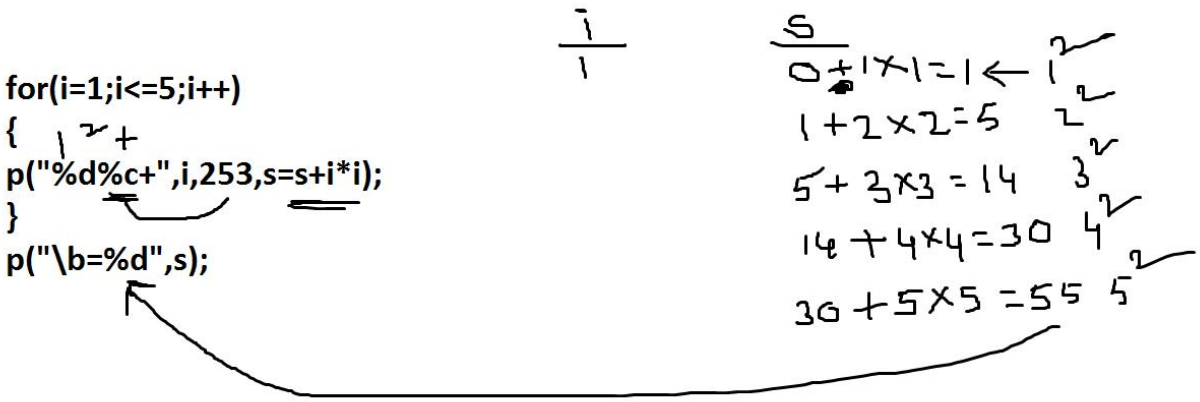
```
for(i=1;i<=10;i++)
{
p(i); 1 2 3 9  4 5 6 18
if(i%3==0) p( i*3);
}
```



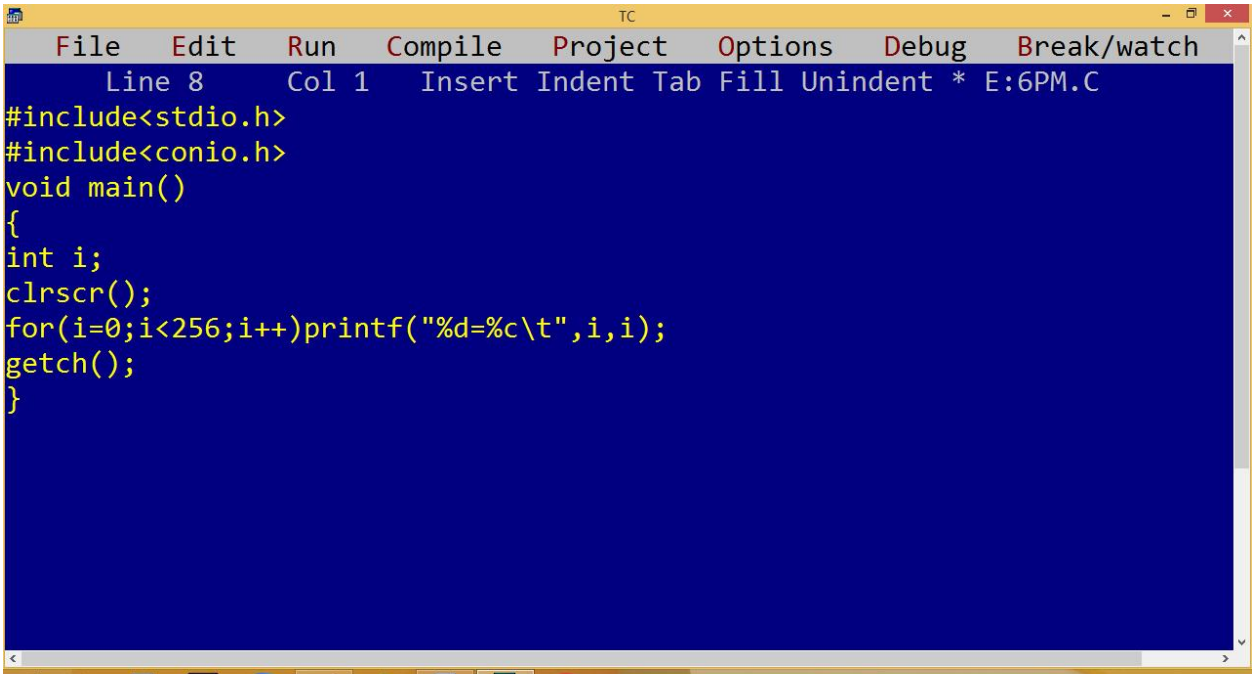
Print below series:

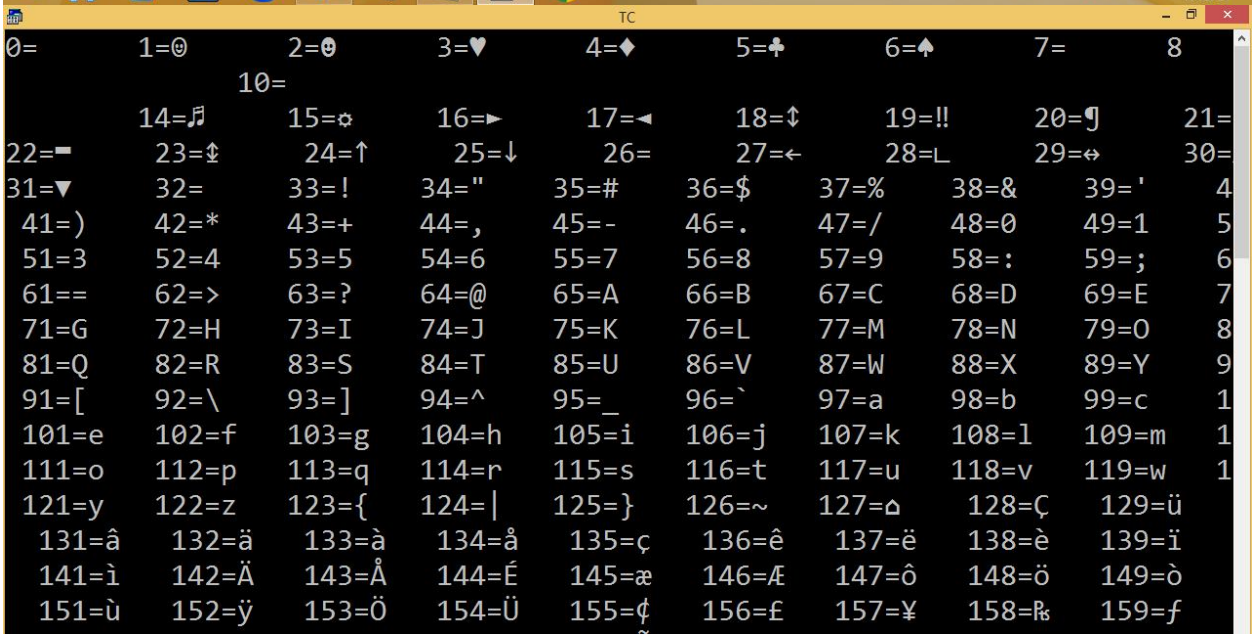
n=5 ➔ $1^2 + 2^2 + 3^2 + 4^2 = 5^2$ ➔ 1 + 4 + 9 + 16 + 25 = 55

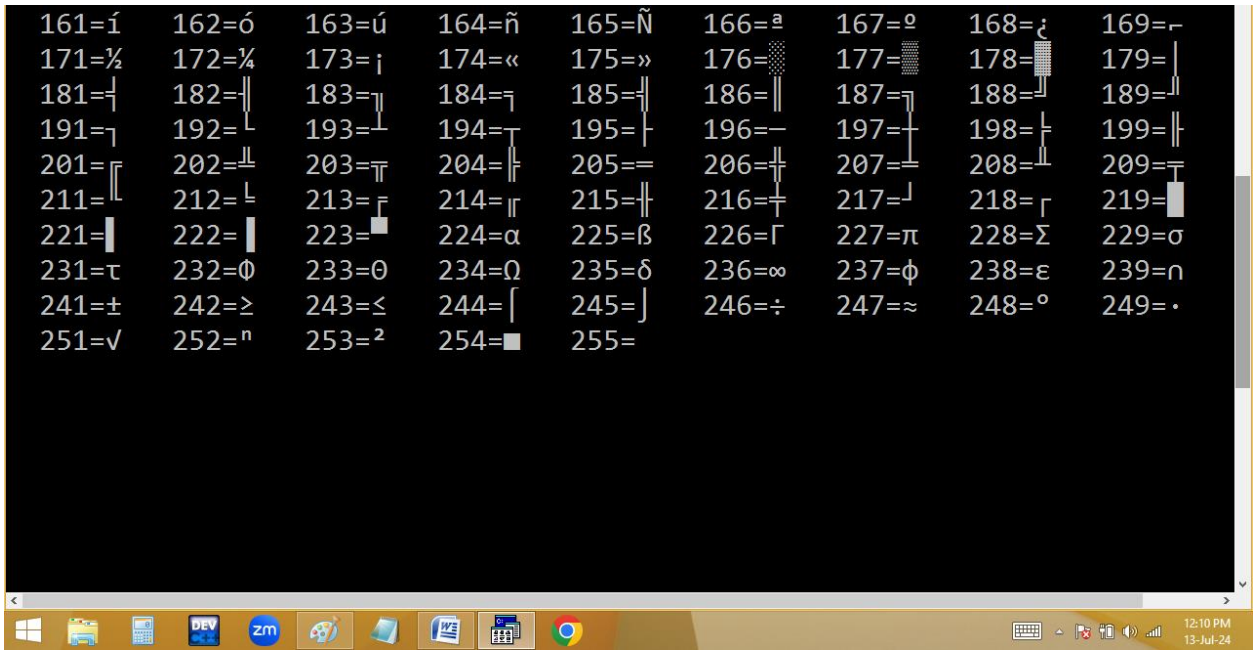

TC
File Edit Run Compile Project Options Debug Break/watch
Line 5 Col 12 Insert Indent Tab Fill Unindent * E:6PM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int n,i,s=0;
clrscr();
printf("Enter the no "); scanf("%d",&n);
for(i=1;i<=n;i++)
{
printf("%d%c+",i,253,s=s+i*i);
}
printf("\b=%d",s);
getch();
}
TC
Enter the no 5
1²+2²+3²+4²+5²=55


for(i=1;i<=5;i++)
{
p("%d%c+",i,253,s=s+i*i);
}
p("\b=%d",s);
i
1
s
0+1x1=1
1+2x2=5
5+3x3=14
14+4x4=30
30+5x5=55

ASCII TABLE:

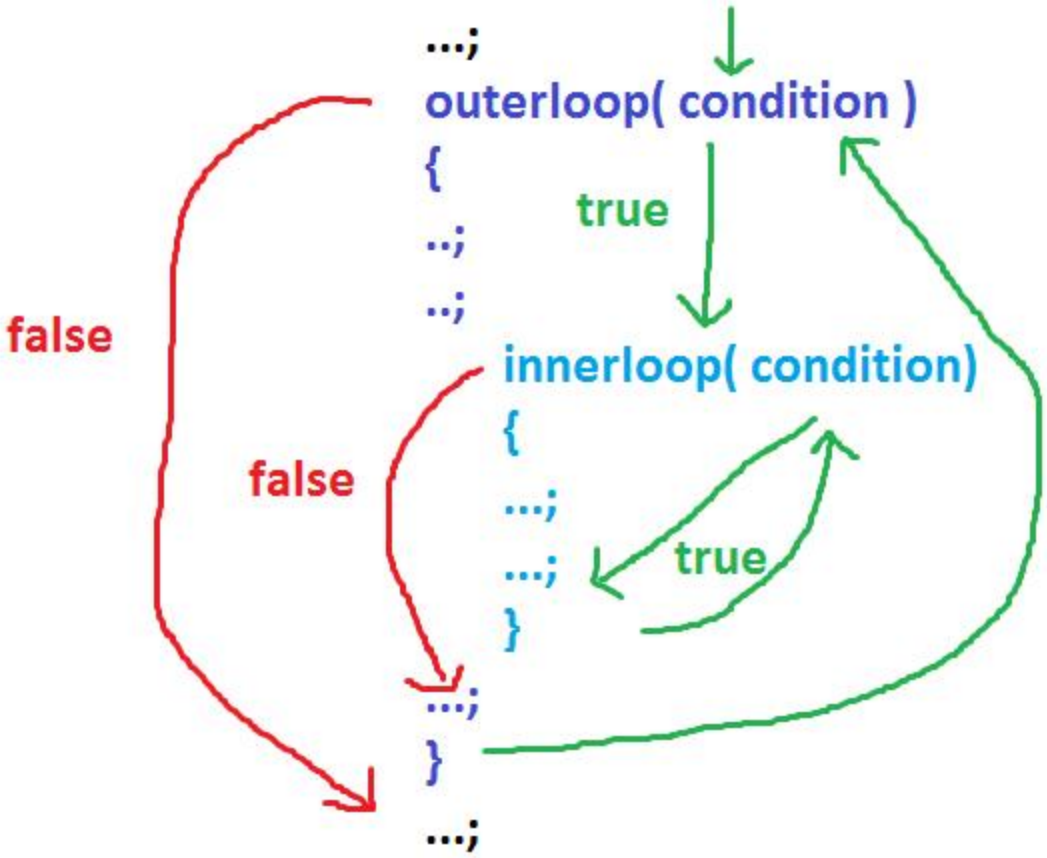

TC
File Edit Run Compile Project Options Debug Break/watch
Line 8 Col 1 Insert Indent Tab Fill Unindent * E:6PM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int i;
clrscr();
for(i=0;i<256;i++)printf("%d=%c\t",i,i);
getch();
}


TC
0= 1=☺ 2=☻ 3=♥ 4=♦ 5=♣ 6=♠ 7= 8
10=
14=♫ 15=☼ 16=► 17=◄ 18=↕ 19=‼ 20=¶ 21=
22=▬ 23=↨ 24=↑ 25=↓ 26= 27=← 28=∟ 29=↔ 30=
31=▼ 32= 33=! 34=" 35=# 36=$ 37=% 38=& 39=' 4
41=) 42=* 43=+ 44=, 45=- 46=. 47=/ 48=0 49=1 5
51=3 52=4 53=5 54=6 55=7 56=8 57=9 58=: 59=; 6
61== 62=> 63=? 64=@ 65=A 66=B 67=C 68=D 69=E 7
71=G 72=H 73=I 74=J 75=K 76=L 77=M 78=N 79=O 8
81=Q 82=R 83=S 84=T 85=U 86=V 87=W 88=X 89=Y 9
91=[92=\ 93=] 94=^ 95=_ 96=` 97=a 98=b 99=c 1
101=e 102=f 103=g 104=h 105=i 106=j 107=k 108=l 109=m 1
111=o 112=p 113=q 114=r 115=s 116=t 117=u 118=v 119=w 1
121=y 122=z 123={ 124=| 125=} 126=~ 127=⌂ 128=Ç 129=ü
131=â 132=ä 133=à 134=å 135=ç 136=ê 137=ë 138=è 139=ï
141=ì 142=Ä 143=Å 144=É 145=æ 146=Æ 147=ô 148=ö 149=ò
151=ù 152=ÿ 153=Ö 154=Ü 155=¢ 156=£ 157=¥ 158=₧ 159=ƒ

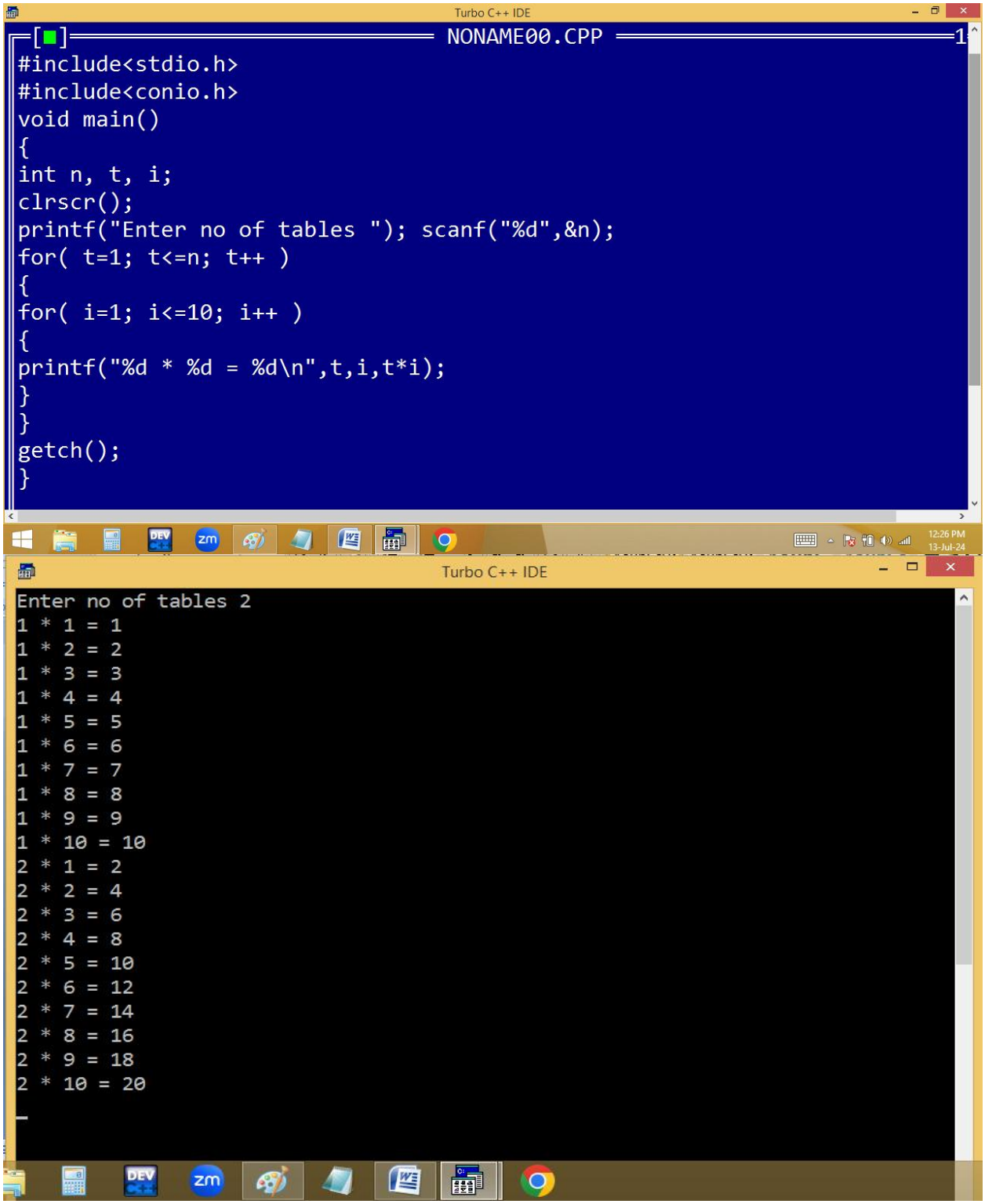


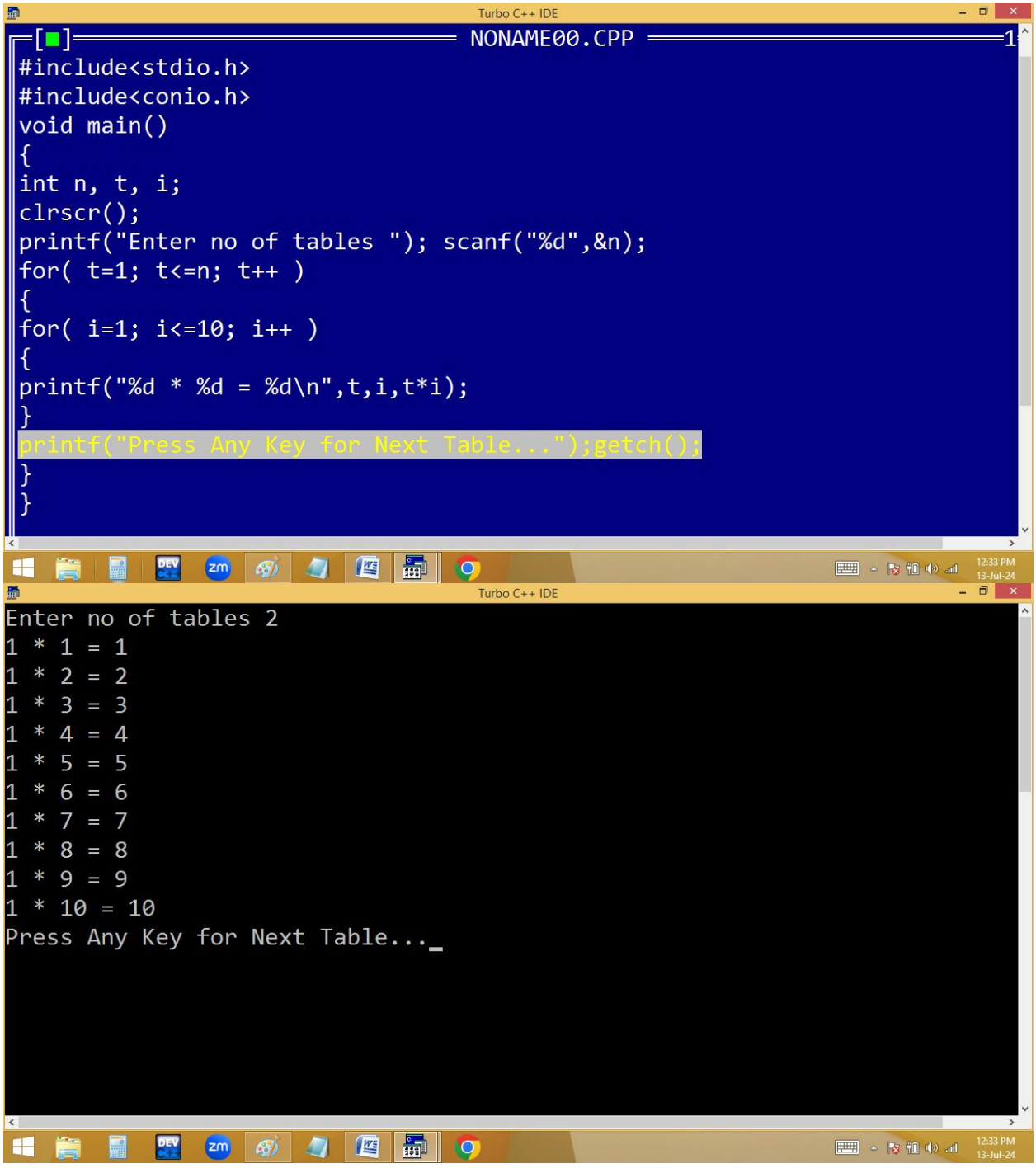
NESTED LOOPS:

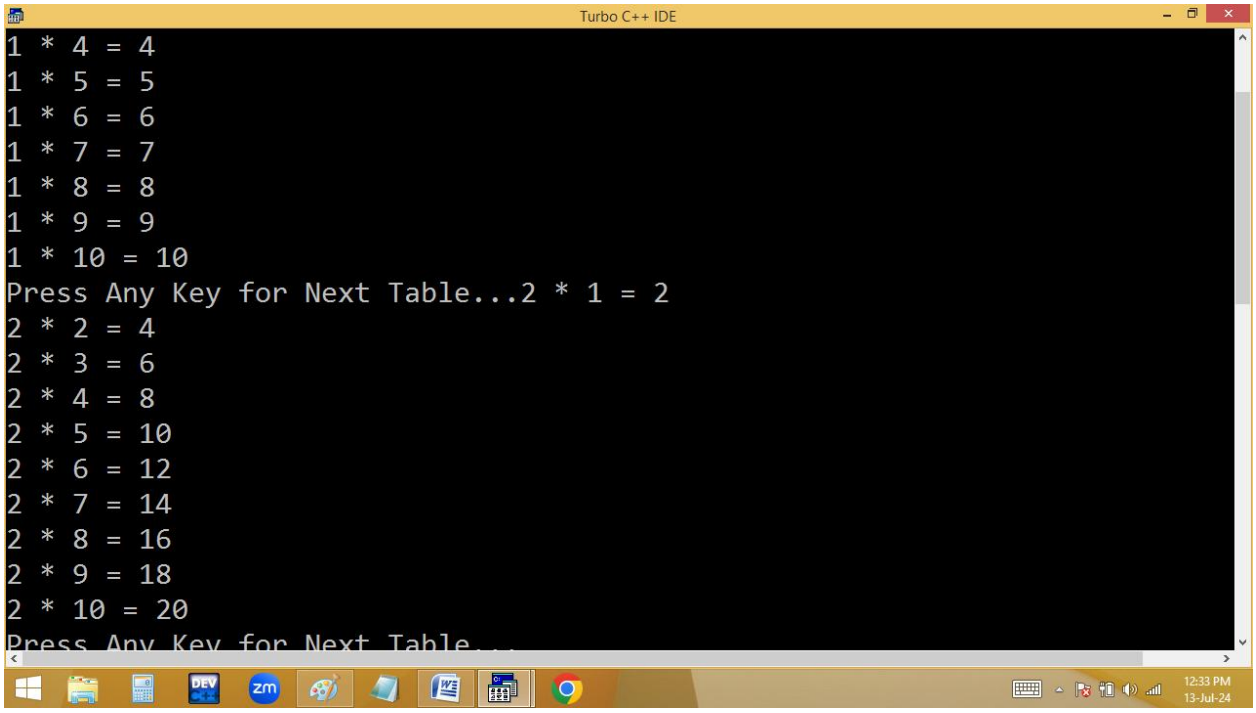
Loop within loop is called nested loop.

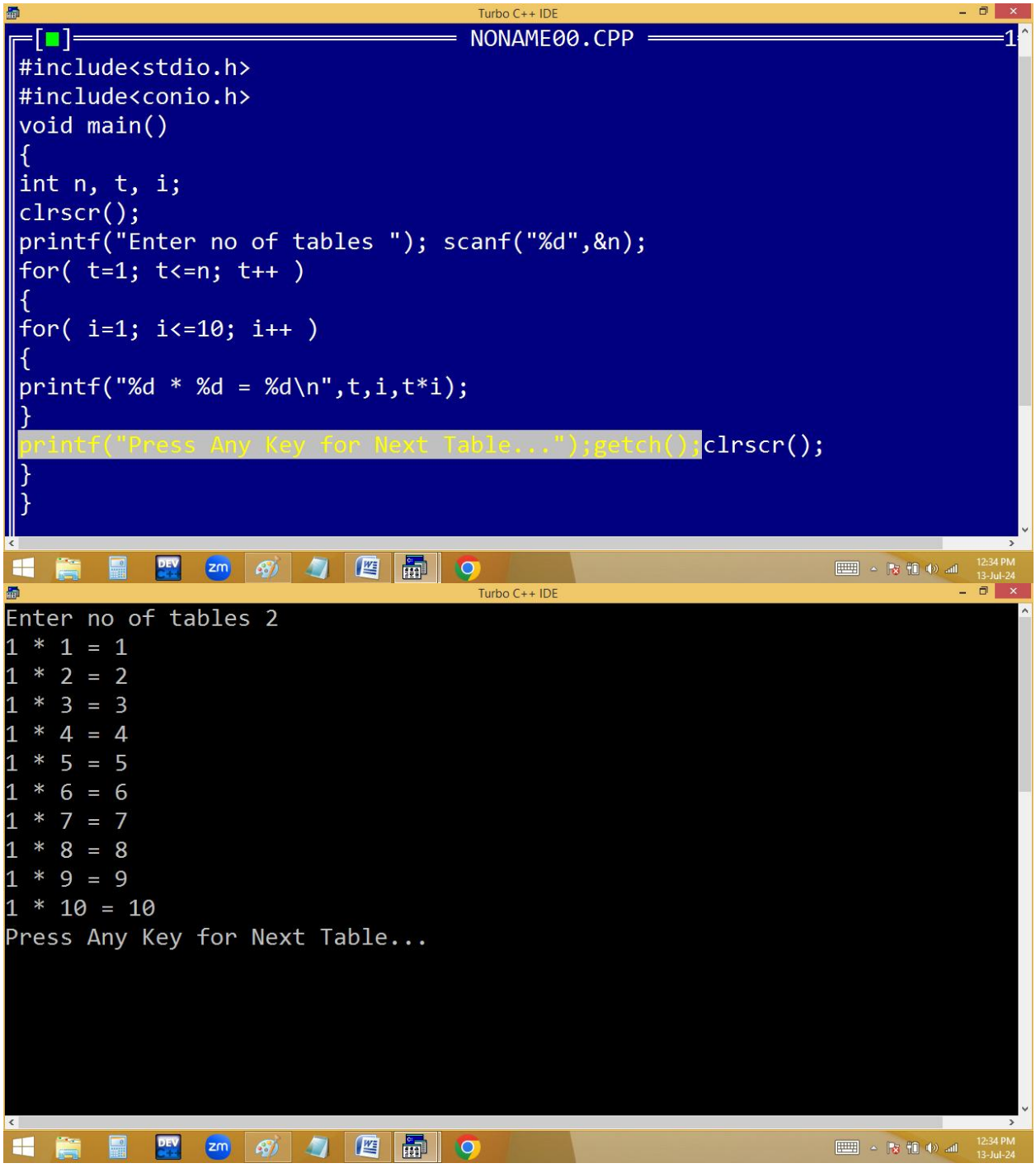


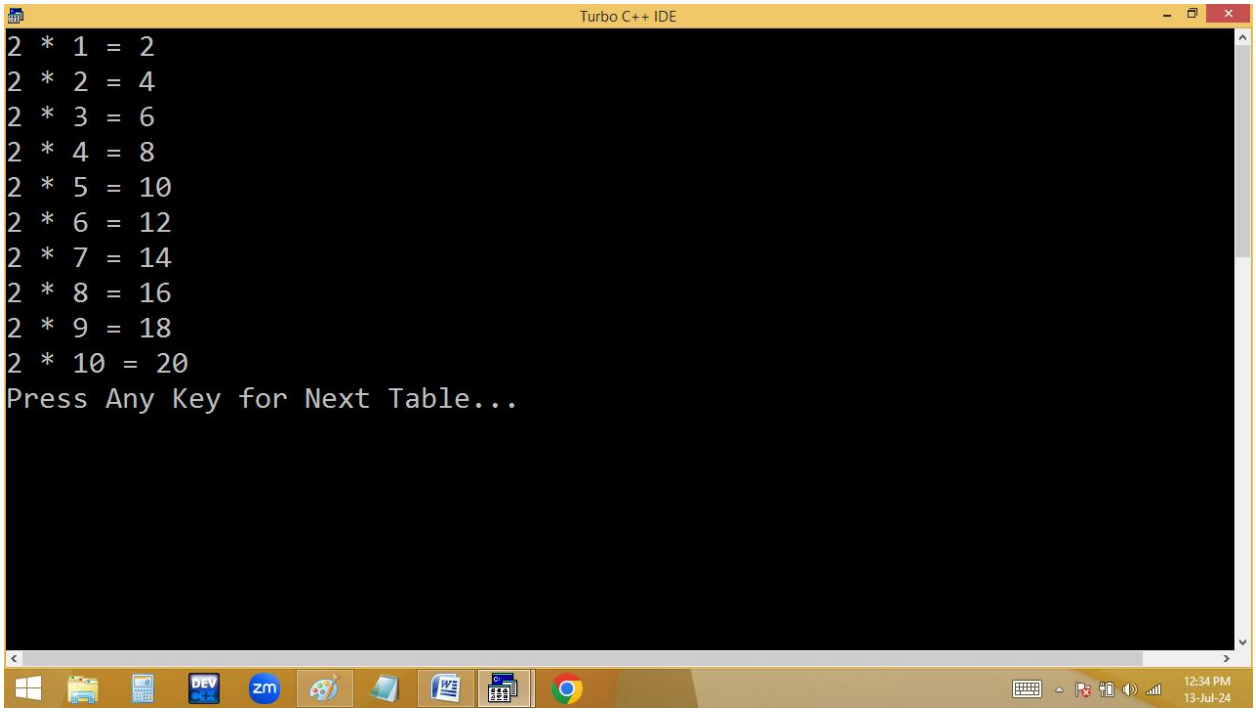
Printing 1..n tables:

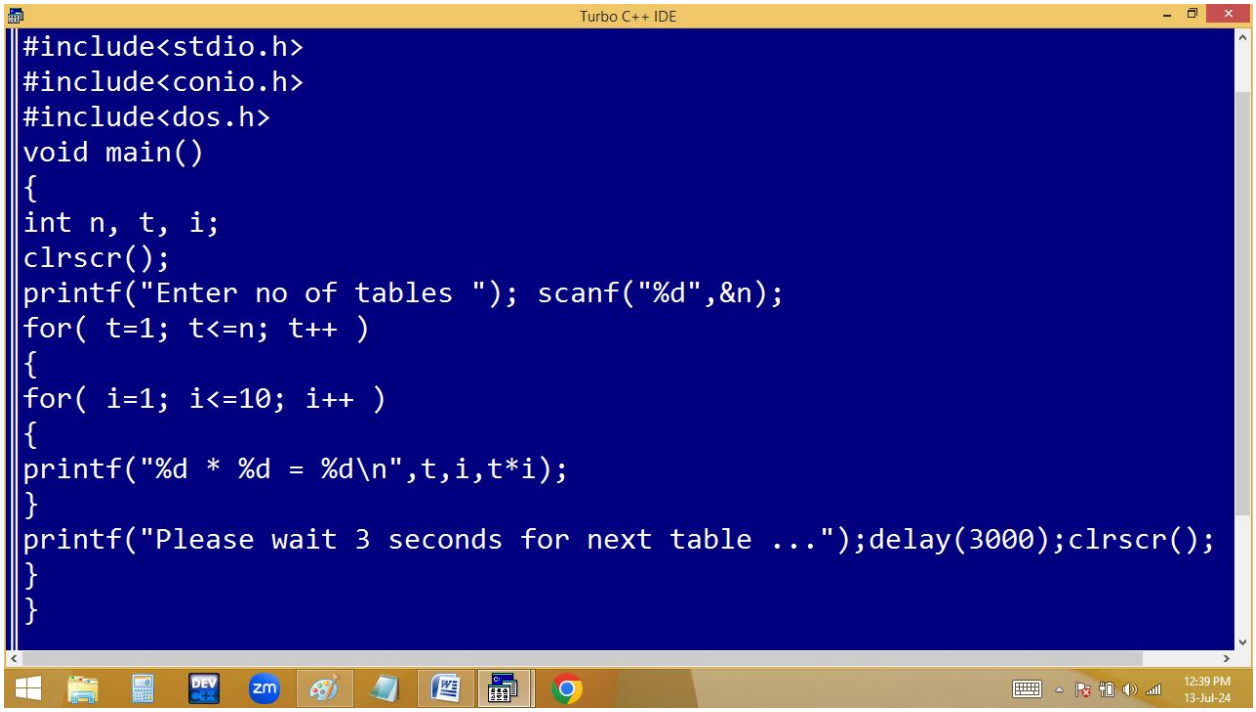

Turbo C++ IDE
NONAME00.CPP
#include<stdio.h>
#include<conio.h>
void main()
{
int n, t, i;
clrscr();
printf("Enter no of tables "); scanf("%d",&n);
for(t=1; t<=n; t++)
{
for(i=1; i<=10; i++)
{
printf("%d * %d = %d\n",t,i,t*i);
}
}
getch();
}
Turbo C++ IDE
Enter no of tables 2
1 * 1 = 1
1 * 2 = 2
1 * 3 = 3
1 * 4 = 4
1 * 5 = 5
1 * 6 = 6
1 * 7 = 7
1 * 8 = 8
1 * 9 = 9
1 * 10 = 10
2 * 1 = 2
2 * 2 = 4
2 * 3 = 6
2 * 4 = 8
2 * 5 = 10
2 * 6 = 12
2 * 7 = 14
2 * 8 = 16
2 * 9 = 18
2 * 10 = 20


Turbo C++ IDE
NONAME00.CPP
#include<stdio.h>
#include<conio.h>
void main()
{
int n, t, i;
clrscr();
printf("Enter no of tables "); scanf("%d",&n);
for(t=1; t<=n; t++)
{
for(i=1; i<=10; i++)
{
printf("%d * %d = %d\n",t,i,t*i);
}
printf("Press Any Key for Next Table...");getch();
}
}
Turbo C++ IDE
Enter no of tables 2
1 * 1 = 1
1 * 2 = 2
1 * 3 = 3
1 * 4 = 4
1 * 5 = 5
1 * 6 = 6
1 * 7 = 7
1 * 8 = 8
1 * 9 = 9
1 * 10 = 10
Press Any Key for Next Table...


Turbo C++ IDE
1 * 4 = 4
1 * 5 = 5
1 * 6 = 6
1 * 7 = 7
1 * 8 = 8
1 * 9 = 9
1 * 10 = 10
Press Any Key for Next Table...2 * 1 = 2
2 * 2 = 4
2 * 3 = 6
2 * 4 = 8
2 * 5 = 10
2 * 6 = 12
2 * 7 = 14
2 * 8 = 16
2 * 9 = 18
2 * 10 = 20
Press Any Key for Next Table...
12:33 PM
13-Jul-24

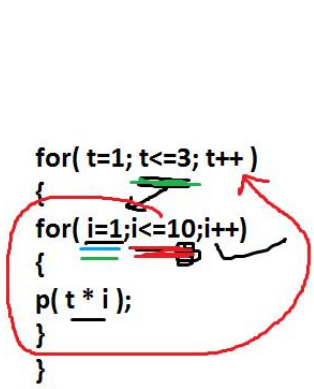

Turbo C++ IDE
NONAME00.CPP
#include<stdio.h>
#include<conio.h>
void main()
{
int n, t, i;
clrscr();
printf("Enter no of tables "); scanf("%d",&n);
for(t=1; t<=n; t++)
{
for(i=1; i<=10; i++)
{
printf("%d * %d = %d\n",t,i,t*i);
}
printf("Press Any Key for Next Table...");getch();clrscr();
}
}
Turbo C++ IDE
Enter no of tables 2
1 * 1 = 1
1 * 2 = 2
1 * 3 = 3
1 * 4 = 4
1 * 5 = 5
1 * 6 = 6
1 * 7 = 7
1 * 8 = 8
1 * 9 = 9
1 * 10 = 10
Press Any Key for Next Table...


Turbo C++ IDE
2 * 1 = 2
2 * 2 = 4
2 * 3 = 6
2 * 4 = 8
2 * 5 = 10
2 * 6 = 12
2 * 7 = 14
2 * 8 = 16
2 * 9 = 18
2 * 10 = 20
Press Any Key for Next Table...


Turbo C++ IDE
#include<stdio.h>
#include<conio.h>
#include<dos.h>
void main()
{
int n, t, i;
clrscr();
printf("Enter no of tables "); scanf("%d",&n);
for(t=1; t<=n; t++)
{
for(i=1; i<=10; i++)
{
printf("%d * %d = %d\n",t,i,t*i);
}
printf("Please wait 3 seconds for next table ...");delay(3000);clrscr();
}
}

Turbo C++ IDE

```
#include<stdio.h>
#include<conio.h>
#include<dos.h>
void main()
{
int n, t, i;
clrscr();
printf("Enter no of tables "); scanf("%d",&n);
for( t=1; t<=n; t++ )
{
for( i=1; i<=10; i++ )
{
printf("%d * %d = %d\n",t,i,t*i);
delay(100);
}
}
}
```



n t i

3 1 x 1 2 - - - 10 ||

2 x 1 — — 10 ||

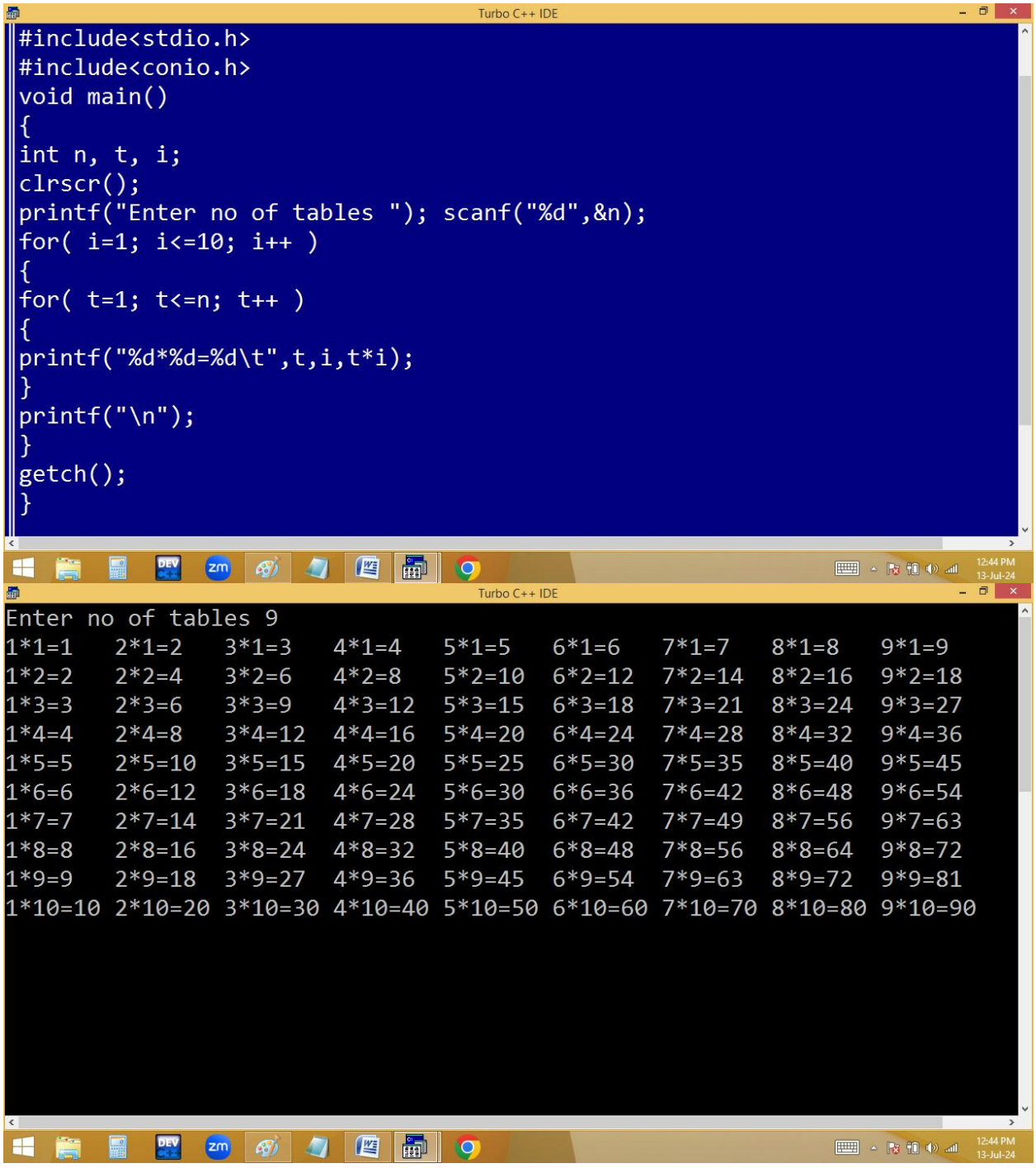
3 x 1 2 - - 10 ||

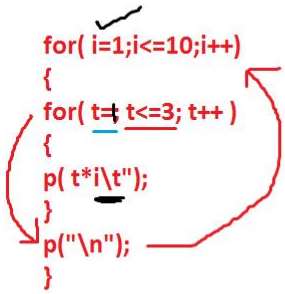
4<=3

1x1=1

1X2=2

Tables side by side:


Turbo C++ IDE
#include<stdio.h>
#include<conio.h>
void main()
{
int n, t, i;
clrscr();
printf("Enter no of tables "); scanf("%d",&n);
for(i=1; i<=10; i++)
{
for(t=1; t<=n; t++)
{
printf("%d*%d=%d\t",t,i,t*i);
}
printf("\n");
}
getch();
}
Turbo C++ IDE
Enter no of tables 9
1*1=1 2*1=2 3*1=3 4*1=4 5*1=5 6*1=6 7*1=7 8*1=8 9*1=9
1*2=2 2*2=4 3*2=6 4*2=8 5*2=10 6*2=12 7*2=14 8*2=16 9*2=18
1*3=3 2*3=6 3*3=9 4*3=12 5*3=15 6*3=18 7*3=21 8*3=24 9*3=27
1*4=4 2*4=8 3*4=12 4*4=16 5*4=20 6*4=24 7*4=28 8*4=32 9*4=36
1*5=5 2*5=10 3*5=15 4*5=20 5*5=25 6*5=30 7*5=35 8*5=40 9*5=45
1*6=6 2*6=12 3*6=18 4*6=24 5*6=30 6*6=36 7*6=42 8*6=48 9*6=54
1*7=7 2*7=14 3*7=21 4*7=28 5*7=35 6*7=42 7*7=49 8*7=56 9*7=63
1*8=8 2*8=16 3*8=24 4*8=32 5*8=40 6*8=48 7*8=56 8*8=64 9*8=72
1*9=9 2*9=18 3*9=27 4*9=36 5*9=45 6*9=54 7*9=63 8*9=72 9*9=81
1*10=10 2*10=20 3*10=30 4*10=40 5*10=50 6*10=60 7*10=70 8*10=80 9*10=90



n t i

3 1 2 3 4 x 1

1 2 3 4 x 2

3

=

10

1x1=1 — 2x1=2 — 3x1=3 —

1x2=2 2x2=4 3x2=6

10x1=10 — — —