

```
1 #include<stdio.h>
2 int main()
3 {
4     int num,sum=0,rem;
5     scanf("%d",&num);
6     while(num>0)
7     {
8         rem=num%10;
9         if(rem==0 || rem==4 || rem==6 || rem==9)
10             sum=sum+1;
11         else if(rem==8)
12             sum=sum+2;
13         num=num/10;
14     }
15     printf("%d",sum);
16     return 0;
17 }
```

```
1  #include<stdio.h>
2  int main()
3  {
4      int total,count=0;
5      scanf("%d",&total);
6      while(total!=0)
7      {
8          count++;
9          total=total/2;
10     }
11     printf("%d",count);
12     return 0;
13 }
```

```
1  #include<stdio.h>
2  int main()
3  {
4      int n;
5      scanf("%d",&n);
6      while(n>=0)
7      {
8          printf("You entered: %d\n",n);
9          scanf("%d",&n);
10     }
11     return 0;
12 }
```

```
1  #include<stdio.h>
2  int main()
3  {
4      int num,count=0;
5      char ch;
6      do
7      {
8          scanf("%d",&num);
9          if (num%2==1)
10             count++;
11             scanf("%c",&ch);
12         }
13         while(ch!='\n');
14         printf("%d",count);
15         return 0;
16     }
17
```



```
1 #include<stdio.h>
2 int main()
3 {
4     int num,temp,rem,rev=0,flag=1;
5     scanf("%d",&num);
6     temp=num;
7     while(num>0)
8     {
9         rem=num%10;
10        if(rem==2 || rem==3 || rem==4 || rem==5 || rem==7)
11            flag=0;
12        else if(rem==6)
13            rem=9;
14        else if(rem==9)
15            rem=6;
16        rev=rev*10+rem;
17        num=num/10;
18    }
```

```
if(flag==0)
printf("false");
else if(rev!=temp)
printf("true");
else
printf("false");
return 0;
}
```

```
#include<stdio.h>
int main()
{
    int num,pos=0,neg=0;
    while(scanf("%d",&num)==1)
    {
        if(num>=0)
            pos++;
        else if(num<0)
            neg++;
    }
    printf("Positive numbers count: %d\n",pos);
    printf("Negative numbers count: %d\n",neg);
}
```