

Q1.

- a) for shouldn't be capitalized, should be semi-colons not commas, should be - x if the for loop is supposed to count down. Fixed:

```
for(x=100;x>=1;--x){  
    printf("%d\n",x);  
}
```

- b) both cases are missing break statements, default case is also missing. Fixed:

```
switch(value % 2){  
    case 0:  
        printf("Even integer");  
        break;  
    case 1:  
        printf("Odd integer");  
        break;  
    default:  
        printf("Unrecognized value/computation error");  
        break;  
}
```

- c) should be going down by 2's, not up. Fixed:

```
for(x = 999; x>= 1; x-=2){  
    printf("%d\n",x);  
}
```

- d) conversion specification should be %i or %d, while condition should be counter<= 100, do and while should be lowercase. If starting at an even integer and iterating by an even integer, if statement not necessary as integer will always be even Fixed:

```
counter = 2;

do{

    printf("%d\n",counter);

}

counter += 2;

}while(counter<=100);
```

- e) for statement should not have semi-colon. Fixed:

```
for(x=100; x<= 150; ++x){

    total += x;

}
```

Q2.

- a) 2, 4, 6, 8, 10, 12,
- b) 5-12-19-
- c) 125
41
13
4
- d) 1*7*49*
- e) 12
9
6
3

Q3.

- a) for(x=24; x>=3; x/=2)
printf("%d, ", x);
- b) for(x=3; x<=23; x+=5)
printf("%d, ", x);
- c) for(x=20; x>=-10; x-=6)
printf("%d, ", x);

```
d) for(x=3; x<=18; x+=3)
    printf("%d, ", x);
```

Q4.

Output:

```
1
4
9
16
25
36
49
64
81
100
```

Total is 385

Q5.

This program outputs the total price of several items based on the price of the individual items. It outputs in the form XXXXXXXY.YY, where the y's will always be some integer and the x's will be some integer or a space. This program asks for input 5 times within the while part of the loop and 1 time in the do part of the loop.

Output:

Enter the item price:

yy.xx

Enter the item price:

yy.xx

Enter the item price:

yy.xx

Enter the item price:

yy.xx

Enter the item price:

yy.xx

Enter the item price:

yy.xx

Total = XXXXXXXY.XX

Q6

This program prints a block of @ symbols that is x symbols in length and y symbols in height.
When x is 4 and y is 6, output looks like:

@@@@

@@@@

@@@@

@@@@

@@@@

@@@@