main.c

```c
1  #include <stdio.h>
2  int main() {
3      int rows, i, j, number = 1;
4      printf("Enter the number of rows: ");
5      scanf("%d", &rows);
6      for (i = 1; i <= rows; i++) {
7          for (j = 1; j <= i; ++j) {
8              printf("%d ", number);
9              ++number;
10          }
11          printf("\n");
12      }
13      return 0;
14  }
```

```
Enter the number of rows: 4
1
2 3
4 5 6
7 8 9 10



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

```c
main.c
1   #include <stdio.h>
2   int main(void)
3   {
4   int cie, see, num;
5   printf("Enter CIE marks: ");
6   scanf("%d",&cie);
7   printf("Entr SEE marks: ");
8   scanf("%d",&see);
9   num = cie + (see/2);
10
11      if(num >= 91){
12      printf("Grade: S");
13          }
14      else if ( num >=82){
15          printf("Grade: A");
16          }
17      else if ( num >=73){
18          printf("Grade: B");
19          }
20      else if ( num >=64){
21          printf("Grade: C");
22          }
23      else if ( num >=55){
24          printf("Grade: D");
25          }
26      else if ( num >=44){
27          printf("Grade: E");
28          }
29      else if ( num < 44){
```

```c
14        else if ( num >=82){
15            printf("Grade: A");
16            }
17        else if ( num >=73){
18            printf("Grade: B");
19            }
20        else if ( num >=64){
21            printf("Grade: C");
22            }
23        else if ( num >=55){
24            printf("Grade: D");
25            }
26        else if ( num >=44){
27            printf("Grade: E");
28            }
29        else if ( num < 44){
30            printf("Grade: F");
31            }
32  return 0;
33  }
34
```

input

```
Enter CIE marks: 45
Entr SEE marks: 68
Grade: B


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

```c
#include <stdio.h>
int main() {
    int a, b, i, flag, x;
    printf("Enter two numbers(intervals): ");
    scanf("%d %d", &a, &b);
    printf("Prime numbers between %d and %d are: ", a, b);
    if (a>b)
    {   x=a;
        a=b;
        b=x;   }

    while (a < b) {
        flag = 0;

        if (a <= 1) {
            a++;
            continue;
        }

        for (i = 2; i <= a / 2; i++) {

            if (a % i == 0) {
                flag = 1;
                break;
            }
        }

        if (flag == 0)
            printf("%d ", a);
        a++;
    }
```

Run Debug Stop Share Save {} Beautify

main.c

Scanned with CamScanner

```c
        if (a <= 1) {
            a++;
            continue;
        }

        for (i = 2; i <= a / 2; i++) {

            if (a % i == 0) {
                flag = 1;
                break;
            }
        }

        if (flag == 0)
            printf("%d ", a);
        a++;
    }

    return 0;
}
```

```
Enter two numbers(intervals): 2 20
Prime numbers between 2 and 20 are: 2 3 5 7 11 13 17 19


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

```c
1   #include <stdio.h>
2   #include <math.h>
3   #define pi 3.14
4   int main()
5   {
6       int shape, r, h, a, i;
7       float  area, vol;
8       printf("How many shapes you want to access: ");
9       scanf("%d",&a);
10      for(i=1;i<=a;i++)
11      {
12      printf("\nChoose the shape- ");
13      printf("\n1-Cylinder\n2-Cone\n3-Sphere\n");
14      scanf("%d",&shape);
15      {
16              switch(shape)
17          {
18              case 1:
19                      printf("Enter radius and height of Cylinder : ");
20                      scanf("%d%d",&r,&h);
21                      area = (2*pi*r*h)+(2*pi*r*r);
22                      vol = pi*r*r*h;
23                      break;
24              case 2:
25                      printf("Enter radius and height of Cone : ");
26                      scanf("%d%d",&r,&h);
27                      area = pi*r*(r+ (sqrt((h*h)+(r*r)))));
28                      vol = (pi*r*r*h)/3;
29                      break;
30              case 3:
31                      printf("Enter radius of the Sphere :");
```

```c
         printf( "\nchoose the shape" );
13       printf("\n1-Cylinder\n2-Cone\n3-Sphere\n");
14       scanf("%d",&shape);
15       {
16           switch(shape)
17           {
18             case 1:
19                  printf("Enter radius and height of Cylinder : ");
20                  scanf("%d%d",&r,&h);
21                  area = (2*pi*r*h)+(2*pi*r*r);
22                  vol = pi*r*r*h;
23                  break;
24             case 2:
25                  printf("Enter radius and height of Cone : ");
26                  scanf("%d%d",&r,&h);
27                  area = pi*r*(r+ (sqrt((h*h)+(r*r))));
28                  vol = (pi*r*r*h)/3;
29                  break;
30             case 3:
31                  printf("Enter radius of the Sphere :");
32                  scanf("%d",&r);
33                  area = 4*pi*r*r;
34                  vol = (4/3)*pi*r*r;
35                  break;
36           }
37           printf("The area is : %f\n",area);
38           printf("The volume is : %f\n",vol);
39       }
40   }
41   return 0;
42 }
43
```

```
Choose the shape-
1-Cylinder
2-Cone
3-Sphere
1
Enter radius and height of Cylinder : 2 3
The area is : 62.799999
The volume is : 37.680000

Choose the shape-
1-Cylinder
2-Cone
3-Sphere
2
Enter radius and height of Cone : 2 3
The area is : 35.202862
The volume is : 12.560000

Choose the shape-
1-Cylinder
2-Cone
3-Sphere
3
Enter radius of the Sphere :4
The area is : 200.960007
The volume is : 50.240002


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