Assignment - 12 - Clanguage. 1 Woute a Powgram to Print first N terms of a Fibonacci Series #include 2stdio.h> int main () { int i, h, t1=0, t2=1, Next=t1+t2; Printf ("Enter number"); Scanf ("0/00", kn); Printf ("fibonacci_Series of %d number is: %d, %d, %d", h, t1, t2, next); for (=4; iz=h; i+) { t1=t2', t2 = hext; next = t1+t2; Brindf ("o/od", hext); return 0; Diwrite a Brogsom to Calculate HCF of two numbers. #include < statio. h> int main () {int H, a, 6; Printf ("Enter two humbers"); Sconf(". kd . kd", ka, kb); for (H=a<b?a:b; H≥=1; H--) { If (a.10H==0 ld 6 %H==0) break; Print ("MCF is "1.d", H);

0.10

By (i=1; 12=4; itt)

}
Return 0;

| Program to Display following Patterns | # include < stdio h > int main() { int in j; for (i=1; i=4; i++) { for (i=1; j=7; j++) } { If (j>=5+-i tel j<=3+i) } Printf("*"); eke Printf("");

Printf("\");

(3) (2) Write a Program to display following Pattern. #include 2 Stdio.h> 121 int main () 12321 l'intaj, Kj 1234321 for (i=1; i = 4; L++) for (j=1; j <= 7; j++) { If (j=5-i kl j = 3+i) { Pointf("%)", K); J<49K++: K--; else Pointf (" "); Write a trogram to display following fathern: # include25Pdioh > int main() ABC ABC lint is B A Chan K; for (i=1; i == 4; i++) A for (j=1; j2=4; j++) { if(j<=5-i) Printf ("%c" KH); Plse Printf (" ");

Write a Broggem to Display Pollowing patterns # include < Stdio.h > BCDCB int main () ABCBA AB A Char 16; A for (i=1; i=4; i++) { K= A for (j=1; j <= 7; j ++) { If(i>= & LL j = 8-i) {Printf ("ohc", K) KJC49KH: K--) else Printf (" ") Pointf ("In"); neturn 0; Write a Program to display following Pattern #include LStaioh > 00000 int main () 10001 (m, int i, j, K) 101 for (ich i=1; i <=4; i++) f K=1; for (j=1; j =7; j+) IF(j== i 11 j == 8-i) & Printf ("16)", 16) cheif (j>= 2+1 kt j2=7-i) Printf ("0"); che Printf(" "); Pointf ("\"); return 0;

Program to display following Patterns # include < Statio. h> int main () * * * * { int i,j; for (i=1; i<=5; i+) { for (j=1; j =5; j++) { If ((i>=4-i kk j=2+(Hi)-i) bb(j>=i-2 kbb k== { Printf("x"); Clse Brintf ("); Display following Pattern @3/i) Write a program to #include astolio 17 5 432 int main () fint isi; for (i=5; i==1; i--) 3 2 { for (j=1; j>=1; j--) 2 Pointf ("%d", J); 3 Printf("\n"); netumo;