

Week - 2 Program

- 3) Write a C program to accept a number n from the user and print n rows of output as show.

```
#include <stdio.h>
int main()
{
    int i, j, n;
    int num;
    num = 1;
    printf("Enter the value of n: \n");
    scanf("%d", &n);
    for(i=0; i<n; i++)
    {
        for(j=0; j<=i; j++)
        {
            printf("num + ");
            num += 1;
        }
        printf("\n");
    }
    return 0;
}
```

- 4) Write a C program to accept the CIE marks (out of 50) and SEE marks (out of 100) of a student and print his/her grade.

```
#include <stdio.h>
#include <math.h>

int main()
{
    // ...
}
```

```

int cie, see, sum;
sum = 0;
char grade;
printf("Enter your CIE marks : \n");
scanf("%d", &cie);
printf("Enter your SEE marks : \n");
scanf("%d", &see);
sum = cie + (see/2);
if (sum >= 90 && sum <= 100)
    grade = "S";
else if (sum >= 80 && sum <= 89)
    grade = "A";
else if (sum >= 70 && sum <= 79)
    grade = "B";
else if (sum >= 60 && sum <= 69)
    grade = "C";
else if (sum >= 50 && sum <= 59)
    grade = "D";
else if (sum >= 40 && sum <= 49)
    grade = "E";
else
    grade = "F";
printf("You achieved %c grade \n", grade);
return 0;
}

```

5) Write a C++ program to print the prime numbers between given two integers.

```

#include <stdio.h>
#include <math.h>

```

```

int main()
{

```

```

    int a, b, n, i, j, flag;

```



```
printf("Enter the first number: \n");  
scanf("%d", &a);  
printf("Enter the second number: \n");  
scanf("%d", &b);  
if (a < b)
```

```
{  
    for (i=a; i<=b; i++)  
    {  
        flag = 0;  
        for (j=2; j<= i/2; j++)
```

```
        if ((i%j) == 0)
```

```
            flag = 1;
```

```
            continue;
```

```
    }
```

```
    if (flag != 1)
```

```
        printf("%d\n", i);
```

```
    }
```

```
}
```

```
else
```

```
    printf("The first number should be lesser  
    than the second! \n");
```

```
    return 0;
```

```
}
```

6) Write a C program that prints the area and volume of any one of the given shapes: cylinder, cone or sphere.

```
→ void cylinder();  
    void cone();  
    void sphere();
```

```
#include <stdio.h>
#include <math.h>
```

```
int main()
```

```
{
    int choice;
```

```
do
```

```
{
```

```
    printf("----- MENU ----- \n");
```

```
    printf("1. Cylinder \n");
```

```
    printf("2. Cone \n");
```

```
    printf("3. Sphere \n");
```

```
    printf("4. EXIT \n");
```

```
    printf("Enter the number of your choice: \n");
```

```
    scanf("%d", &choice);
```

```
    switch(choice)
```

```
{
```

```
        case 1: cylinder();
```

```
            break;
```

```
        case 2: cone();
```

```
            break;
```

```
        case 3: sphere();
```

```
            break;
```

```
        case 4: printf("EXITING ----- \n");
```

```
            break;
```

```
        default:
```

```
            printf("Enter the correct number  
from the list \n");
```

```
    }
```

```
    }
```

```
    while(choice != 4);
```

```
    return 0;
```

```
}
```



```
void cylinder()
```

```
{
```

```
float pi = 3.1415;
```

```
float r, h, area, vol;
```

```
printf("Enter the radius of cylinder \n");
```

```
scanf("%f", &r);
```

```
printf("Enter the height of cylinder \n");
```

```
scanf("%f", &h);
```

```
area = (2 * pi * r * h) + (2 * pi * (r * r));
```

```
vol = (pi * (r * r) * h);
```

```
printf("The area is : %0.3f \n", area);
```

```
printf("The volume is : %0.3f \n", vol);
```

```
}
```

```
void cone()
```

```
{
```

```
float pi = 3.1415;
```

```
float r, h, area, vol;
```

```
printf("Enter the radius of the cone \n");
```

```
scanf("%f", &r);
```

```
printf("Enter the height of the cone \n");
```

```
scanf("%f", &h);
```

```
area = (pi * r) * (r + sqrt((r * r) + (h * h)));
```

```
vol = (pi * (r * r) * h) / 3;
```

```
printf("The area is : %0.3f \n", area);
```

```
printf("The volume is : %0.3f \n", vol);
```

```
}
```

```
void sphere()
```

```
{
```

```
float pi = 3.1415;
```

```
float r, area, vol;
```

```
printf("Enter the rad radius of the sphere \n");
```

```
scanf("%f", &r);
```

```
area area = 4 * pi * (r * r);
```

```
vol = (4/3) * pi * (r * r * r);
```

```

    printf("The area of the sphere is: %.3f\n", val);
    printf("The volume is: %.3f\n", vol);
}

```

7) Write a C program to count the number of students registered for 3 elective courses ---

```

#include <stdio.h>

```

```

#include <math.h>

```

```

int main()

```

```

{
    char name[5][20];

```

```

    int ele[5];

```

```

    int i, j, x, ctr1, ctr2, ctr3;

```

```

    ctr1 = ctr2 = ctr3 = 0;

```

```

    for (i = 0; i < 5; i++)
    {

```

```

        printf("Enter name of student %d\n", i+1);

```

```

        scanf("%s", name[i]);

```

```

        printf("--- CHOICE OF ELECTIVES ---\n");

```

```

        printf("1. Internet of Things\n");

```

```

        printf("2. Advanced Java and J2EE\n");

```

```

        printf("3. Advanced Data Structures\n");

```

```

        printf("Enter your choice!\n");

```

```

        scanf("%d", &ele[i]);
    }

```

```

    printf("--- CHOICE OF ELECTIVES ---\n");

```

```

    printf("1. Internet of Things\n");

```

```

    printf("2. Advanced Java and J2EE\n");

```

```

    printf("3. Advanced Data Structures\n");

```

```

    printf("Enter the elective for which you want to display the students!\n");

```

```

    scanf("%d", &x);

```



```
printf("-----\n");
for(i=0; i<5; i++)
```

```
{
    if (ele[i] == x)
```

```
{
    printf("Name %d : %s\n", i+1,
        name[i]);
```

```
}
for(i=0; i<5; i++)
```

```
{
    if (ele[i] == 1)
```

```
{
    ctr1++;
    else if (ele[i] == 2)
```

```
{
    ctr2++;
    else
        ctr3++;
```

```
}
printf("\n");
```

```
printf("The number of students in Elective 1  
are: %d\n", ctr1);
```

```
printf("The number of students in Elective 2  
are: %d\n", ctr2);
```

```
printf("The number of students in Elective 3  
are: %d\n", ctr3);
```

```
printf("\n");
```

```
if (ctr1 < 2)
```

```
{
    printf("Course 1 has been floated\n");
    for(i=0; i<5; i++)
```

```
{
    if (ele[i] == 1)
```

```
{
    printf("2. Advanced Java and JS\n");
```

```

printf("3. Advanced Data Structures \n");
printf("Enter your choice!");
scanf("%d", &ele[i]);
}
}
}

```

```

else if (ctr2 < 2)

```

```

{
printf("Course 2 has been floated \n");
for (i=0; i<5; i++)

```

```

if (ele[i] == 2)

```

```

printf("1. Internet of Things \n");
printf("2. Advanced Data Structures \n");
printf("Enter your choice! \n");
}
}
}

```

```

else

```

```

printf("Course 3 has been floated \n");
for (i=0; i<5; i++)

```

```

if (ele[i] == 3)

```

```

printf("1. Internet of Things \n");
printf("2. Advanced Java & J2EE \n");
printf("Enter your choice!");
scanf("%d", &ele[i]);
}
}
}

```

```

ctr1 = ctr2 = ctr3 = 0;

```



```
for (i=0; i<5; i++)
```

```
{ if (ele[i] == 1)
```

```
ctr1++;
```

```
else if (ele[i] == 2)
```

```
ctr2++;
```

```
else
```

```
ctr3++;
```

```
}
```

```
printf("\n");
```

```
printf("The number of students in elective 1  
are: %d\n", ctr1);
```

```
printf("The number of students in elective 2  
are: %d\n", ctr2);
```

```
printf("The number of students in elective 3  
are: %d\n", ctr3);
```

```
printf("\n");
```

```
if (ctr1 != 0)
```

```
{ printf("---The students in Elective 1---\n");
```

```
for (i=0; i<5; i++)
```

```
{ if (ele[i] == 1)
```

```
printf("Name %d : %s\n", i+1, name[i]);
```

```
}
```

```
}
```

```
if (ctr2 != 0)
```

```
{ printf("The students in Elective 2\n");
```

```
for (i=0; i<5; i++)
```

```
{
```

```
if (ele[i] == 2)
```

```
printf("Name %d : %s\n", i+1, name[i]);
```

```
}
```

```
}
```

```
if (ctr3 != 0)
```

```
{  
    printf("--- The Students in Elective 3 ---\n");  
    for(i=0; i<5; i++)
```

```
{  
    if (def[i] == 3)  
        printf("Name %d : %s\n", i+1,  
              name[i]);
```

```
}  
return 0;
```