Assignment 9 C Language Live Community Classes

1. //Write a program to print MySirG 10 times on the screen.

#include <stdio.h>

int main(){

int x = 0;

while (x<10){

printf(" %d MySirG \n", x+1);

x++;

}

return 0;

}

1. //Write a program to print the first 10 natural numbers.

#include <stdio.h>

int main(){

int x = 1;

while (x < 11){

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

x++;

}

return 0;

}

1. //Write a program to print the first 10 natural numbers in reverse order.

#include <stdio.h>

int main(){

int x = 10;

while (x > 0){

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

x--;

}

return 0;

}

1. //Write a program to print the first 10 even natural numbers.

#include <stdio.h>

int main(){

int x = 0;

while (x < 20){

if (x % 2 == 0){

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

}

x++;

}

return 0;

}

1. //Write a program to print the first 10 even natural numbers in reverse order.

#include <stdio.h>

int main(){

int x = 20;

while (x > 0){

if (x % 2 == 0){

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

}

x--;

}

return 0;

}

1. //Write a program to print the first 10 odd natural numbers

#include <stdio.h>

int main(){

int x = 0;

while (x < 20){

if (x % 2 != 0)

{

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

}

x++;

}

return 0;

}

1. //Write a program to print the squares of first 10 natural numbers

#include <stdio.h>

int main(){

int num = 1;

while (num < 11){

printf("The square of %d is %d. \n", num, num \* num);

num++;

}

return 0;

}

1. //Write a program to print the cubes of first 10 natural numbers

#include <stdio.h>

int main(){

int num = 1;

while (num < 11){

printf("The cube of %d is %d. \n", num, num \* num \* num);

num++;

}

return 0;

}

1. //Write a program to print the squares of first 10 natural numbers in reverse order

#include <stdio.h>

int main(){

int num = 10;

while (num > 0){

printf("The square of %d is %d. \n", num, num \* num);

num--;

}

return 0;

}

1. //Write a program to print the cubes of the first 10 natural numbers in reverse order.

#include <stdio.h>

int main(){

int num = 10;

while (num > 0){

printf("The cube of %d is %d. \n", num, num \* num \* num);

num--;

}

return 0;

}