1. Write a program to print "Hello, World!".

2. Create a program that asks the user for their name and greets them.

3. Write a program that adds two numbers entered by the user.

4. Create a program to calculate the area of a rectangle using user input.

5. Write a program that converts Celsius to Fahrenheit.

6. Create a program that calculates the perimeter of a circle.

7. Write a program that multiplies two floating-point numbers.

8. Create a program to convert kilometers to miles.

9. Write a program that prints your age.

10. Create a program that displays the square of a number.

11. Write a program that asks for two integers and outputs their sum, difference, and product.

12. Create a program that calculates the average of three numbers.

13. Write a program that calculates the simple interest for given principal, rate, and time.

14. Create a program that finds the area of a triangle given its base and height.

15. Write a program to convert a given number of minutes to hours and minutes.

16. Create a program that prints the ASCII value of a character entered by the user.

17. Write a program that reads and prints two integers.

18. Create a program that reads a character and prints its uppercase and lowercase equivalents.

19. Write a program that accepts a radius and prints the area of the circle.

20. Create a program that reads a float value and displays it with two decimal places.

21. Declare an integer, float, and character variable in a program.

22. Create a program to swap two integers without using a temporary variable.

23. Write a program to add two integers and display their sum.

24. Create a program that declares and initializes an integer array.

25. Write a program that uses const to declare a constant and print its value.

26. Create a program that prints the size of different data types (int, float, char, etc.).

27. Write a program that demonstrates the overflow of an integer.

28. Create a program that swaps two numbers using a third variable.

29. Write a program that initializes a character and prints its ASCII code.

30. Create a program to find the maximum of two variables using conditional operators.

31. Write a program to find the square of an integer.

32. Create a program that declares a double variable and outputs its value.

33. Write a program to demonstrate typecasting (convert float to int).

34. Create a program to calculate the sum of three float numbers.

35. Write a program to find the average of three integers.

36. Create a program that converts an integer into a float.

37. Write a program to demonstrate the use of the bool data type.

38. Create a program that swaps the values of two characters.

39. Write a program that initializes and prints a string.

40. Create a program that takes three different numbers and finds the largest one.