

3. #include <stdio.h>

void main ()

{

int rows, i, j, no=1;

printf("Enter number of rows");

scanf("%d", &rows);

for (i=0; i<=rows; i++)

{

printf(" %d ", no);

no++;

}

printf("\n");

}

4. #include <stdio.h>

void main ()

{

float c, is, total;

printf("Enter CIE marks out of 50");

scanf("%d", &c);

printf("Enter the SEE marks out of 100");

scanf("%d", &is);

total = c + (is/2);

if (total >= 90)

printf("S grade");

else if (total >= 80)

printf("A grade");

else if (total >= 70)

printf("B grade");



```

else if (total >= 60)
    printf("C grade");
else if (total >= 50)
    printf("D grade");
else if (total >= 40)
    printf("E grade");
else
    printf("F grade");
}

```

```

5. #include <stdio.h>
void main ()
{

```

```

    int n1, n2;
    printf("Enter the first number");
    scanf("%d", &n1);
    printf("Enter the second number");
    scanf("%d", &n2);
    printf("The prime numbers are:");
    for (int i = 1; i <= n2; i++)
    {

```

```

        int c = 0;
        for (int j = 1; j <= i; j++)
        {

```

```

            if (i % j == 0)
            {

```

```

                c++;
            }
        }
    }

```

```

    if (c == 2)
        printf("%d ", i);
}

```



```

6. #include <stdio.h>
   #include <math.h>
   void main ()
   {

```

```

       int ch;
       float r, h, v, a;
       while (ch != 4)
       {

```

```

           printf("Enter your choice: \n 1. Cylinder \n
           2. Cone \n 3. Sphere \n 4. Exit \n");
           scanf("%d", &ch);
           switch (ch)
           {

```

case 1:

```

           printf("Enter the radius and height of the
           cylinder \n");
           scanf("%f %f", &r, &h);

```

```

           a = (2 * 3.14 * r * h) + (2 * 3.14 * pow(r, 2));
           v = 3.14 * pow(r, 2) * h;

```

```

           printf("Area of cylinder: %.3f \n Volume of
           cylinder: %.3f \n", a, v);
           break;

```

case 2:

```

           printf("Enter the radius and height of the
           cone \n");
           scanf("%f %f", &r, &h);

```

```

           a = 3.14 * r * (r + sqrt(pow(h, 2) + pow(r, 2)));
           v = (3.14 * r * r * h) / 3;

```

```

           printf("Area of the cone: %.3f \n Volume
           cone: %.3f \n", a, v);
           break;

```

case 3:



```

printf("Enter the radius of the sphere.\n");
scanf("%f", &r);
a = 4 * 3.14 * r * r;
v = (4/3) * 3.14 * pow(r, 3);
printf("Area of cone: %.3f\n Volume of cone\n\n", a, v);
break;
case 4:
break;
default:
break;
}
}
}

```