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/* Program 1: */

#include<stdio.h>

int main() {

    struct student{
        int rollno;
        char name[20];
        float fee;
        char dob[30];
    }stud;

    printf("\n Enter roll number:");
    scanf("%d",&stud.rollno);

    printf("\n Enter name:");
    scanf("%s",stud.name);

    printf("\n Enter fee:");
    scanf("%f",&stud.fee);

    printf("\n Enter DOB:");
    scanf("%s",stud.dob);

    printf("\n *****DETAILS*****");
    printf("\n Rollno=%d",stud.rollno);
    printf("\n Name=%s",stud.name);
    printf("\n Fee=%f",stud.fee);
    printf("\n DOB=%s",stud.dob);

    return 0;
}
```

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/* Program 2 */
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```
#include<stdio.h>
int main() {
    int i=0;
    do {
        printf("\n %d",i);
        i++;
    } while(i<=5);
    return 0;
}
```

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/* Program 3 */
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```
#include <stdio.h>

int main() {
    int arr[] = {2, 4, 6, 8};
    int arrLen = sizeof arr / sizeof arr[0];

    int i = 0;
    while (i < arrLen) {
        printf("%d\n", arr[i]);
        i++;
    }
    return 0;
}
```

