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

int main()
{
    int n,count=1;
    printf("enter the value of n\n");
    scanf("%d",&n);
    for(int i=1;i<=n;i++)
    {
        for(int j=1;j<=i;j++)
        {
            printf("%d  ",count);
            count++;
        }
        printf("\n");
    }

    return 0;
}
```

```
enter the value of n
4
1
2  3
4  5  6
7  8  9  10
```

```c
//Program 4
#include <stdio.h>

int main()
{
    float cie,see,avg;
    printf("enter the cie marks\n");
    scanf("%f",&cie);
    printf("enter the see marks\n");
    scanf("%f",&see);
    avg= cie+(see/2);
    if(avg>=90)
    printf("Grade=S\n");
    else if(avg>=80 && avg<90)
    printf("Grade=A\n");
    else if(avg>=70 && avg<80)
    printf("Grade=B\n");
    else if(avg>=60 && avg<70)
    printf("Grade=C\n");
    else if(avg>=50 && avg<60)
    printf("Grade=D\n");
    else
    printf("Grade=F\n");

    return 0;
}
```

```
enter the cie marks
50
enter the see marks
93
Grade=S
```

```c
//Program 5
#include <stdio.h>
int main()
{
    int x,y,i,j,temp,c;
    printf("enter the two integer\n");
    scanf("%d %d",&x,&y);
    if(y<x)
    {
        temp=x;
        x=y;
        y=temp;
    }
    for(i=x;i<=y;i++)
    {
        c=0;
        for(j=2;j<=(i/2);j++)
        {
            if(i%j==0)
            c++;
        }
        if(c==0)
        printf("%d ",i);
    }

    return 0;
}
```

```
enter the two integer
5
13
5 7 11 13
```

```c
//Program 6
#include <stdio.h>
#include<math.h>
int main()
{
    int ch;
    float r,h,v,ar;
    do
    {

        printf("1.Cylinder\n2.Cone\n3.Sphere\n4.Exit\n");
        printf("enter choice\n");
        scanf("%d",&ch);
        if(ch==4)
        break;
        switch(ch)
        {
            case 1:
            printf("enter radius and height\n");
            scanf("%f %f",&r,&h);
            v= 3.14*r*r*h;
            ar= 2*3.14*r*h + 2*3.14*r*r;
            printf("Area=%f Volume=%f\n",ar,v);
            break;

            case 2:
            printf("enter radius and height\n");
            scanf("%f %f",&r,&h);
            v= (3.14*r*r*h)/3;
            ar= 3.14*r*(r + sqrt(h*h + r*r));
            printf("Area=%f Volume=%f\n",ar,v);
            break;

            case 3:
            printf("enter radius\n");
```

```c
            case 3:
            printf("enter radius\n");
            scanf("%f",&r);
            v= 3.14*r*r*r*(4/3);
            ar= 3.14*r*r*4;
            printf("Area=%f Volume=%f\n",ar,v);
            break;

            case 4:
            break;

            default:
            printf("wrong choice\n");
            break;
    }

}while(ch!=4);


return 0;
```

```
1.Cylinder
2.Cone
3.Sphere
4.Exit
enter choice
3
enter radius
10
Area=1256.000000 Volume=3140.000000
1.Cylinder
2.Cone
3.Sphere
4.Exit
enter choice
4
```

...Program finished with exit code 0
Press ENTER to exit console.