

(3) #include <stdio.h>

{

int count = 1, n;

printf("Enter 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;

}

(4) #include <stdio.h>

{

float cie, see, avg;

printf("Enter cie\n");

scanf("%f", &cie);

printf("Enter see\n");

scanf("%f", &see);

avg = (see/2) + cie;

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;
}

```

(5) #include <stdio.h>

int main()

{

int x, y, i, j, temp, c;

printf("Enter 2 integers\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 is prime\n", i);

}

return 0;

}

```
(6) #include <stdio.h>
#include <math.h>
int main()
{
    int ch;
    float r, h, v, ar;
    do
    {
        printf("1. Cylinder\n 2. Cone\n 3. Sphere\n 4. Exit\n");

        printf("Enter choice\n");
        scanf("%d", &ch);
        if (ch == 4)
            break;
        switch (ch)
        {
            case 1:
                printf("Enter radius, 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", ar, v);
                break;

            case 2:
                printf("Enter radius, height\n");
                scanf("%f %f", &r, &h);
                v = 3.14 * r * r * h * 1/3;
                ar = 3.14 * r * (r + sqrt(r * r + h * h));
                printf("Area = %.f volume = %.f", ar, v);
                break;
```



case 3:

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

```
case 4:
break;
```

```
default:
printf("wrong!\n");
break;
```

```
}
```

```
} while (ch != 4)
```

```
return 0;
```

```
}
```