

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("Enter a number: \n");
```

```
    scanf("%d", &n);
```

```
    int i, j;
```

```
    int k=1;
```

```
    for (i=1 ; i<=n ; i++)
```

```
    {
```

```
        for (j=0 ; j<i ; j++)
```

```
        {
```

```
            printf("%d", k);
```

```
            k++;
```

```
        }
```

```
        printf(" \n");
```

```
    }
```

```
    return 0;
```

```
}
```

include <stdio.h>

int main()

{

float m, n, p, q;

printf("enter the marks of ge: \n");

scanf("%f", &m);

printf("enter the marks of see: \n");

scanf("%f", &n);

p = n/2;

q = m+p;

if (q < 400)

printf("the grade is F \n");

else if (q > 400 && q <= 500)

printf("the grade is E \n");

else if (q > 500 && q <= 600)

printf("the grade is D \n");

else if (q > 600 && q <= 700)

printf("the grade is C \n");

else if (q > 700 && q <= 800)

printf("the grade is B \n");

else if (q > 800 && q <= 900)

printf("the grade is A \n");

else if (q > 900 && q <= 1000)

printf("the grade is S \n");

return 0;

}

to include <stdio.h>

to include <math.h>

②

```
int main()
```

```
{
```

```
    int m, i;
```

```
    printf("1: Find the volume and area of cylinder\n");
```

```
    printf("2: Find the volume and area of cone\n");
```

```
    printf("3: Find the volume and area of sphere\n");
```

```
    printf("4: exit to quit\n");
```

```
    while(1)
```

```
    {
```

```
        printf("Enter your choice\n");
```

```
        scanf("%d", &m);
```

```
        if (m == 1)
```

```
        {
```

```
            int a, b;
```

```
            float c, d;
```

```
            printf("Enter the values of height and radius of the cylinder\n");
```

```
            scanf("%d %d", &a, &b);
```

```
            c = (2 * 3.14 * b * a) + (2 * 3.14 * b * b);
```

```
            d = 3.14 * b * b * a;
```

```
            printf("The volume and area of cylinder are\n %d, %d\n", d, c);
```

```
        }
```

```
    } else if (m == 2)
```

```
    {
```

```
        int e, f;
```

```
        float g, h;
```



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

```
g = 3.14 * r * (r + sqrt(r*r + h*h));
```

```
h = (3.14 * r * r * h) / 3;
```

```
printf("The volume and area of cone are %f %f\n", h, g);  
{
```

```
else if (m == 3)
```

```
{
```

```
int j;
```

```
float l, o;
```

```
printf("Enter the value of radius\n");
```

```
scanf("%d", &j);
```

```
l = 4 * 3.14 * j * j;
```

```
o = (4 * 3.14 * j * j * j) / 3;
```

```
printf("The volume and area of sphere are %f %f\n",  
o, l);
```

```
{
```

```
else if (m == 4)
```

```
break;
```

```
else
```

```
printf("Entered invalid choice\n");
```

```
{
```

```
return 0;
```

```
{
```

3
#include <stdio.h>

int main()

#include <stdio.h>

int main()

{

int a, b;

printf("Enter two integers:");

scanf("%d %d", &a, &b);

int i, j, k;

printf("The prime no. between %d and %d:\n", a, b);

for (i = a; i <= b; i++)

{

for (j = 2; j <= i/2; j++)

{

if (i % j == 0)

{

k = 0;

break;

}

else

k = 1;

}

if (k == 1)

printf("%d\n", i);

}

return 0;

}