

Ques 3

#include <stdio.h>

int main()

{

int rows, i, j, num=1;

printf("Enter the number of rows: \n");

scanf("%d", &rows);

for (i=1; i<=rows; i++)

{

for (j=1; j<=i; ++j)

{

printf("%d", num);

++ num;

}

printf("\n");

}

return 0;

}

Ques 4

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

```
int main (void)
```

```
{
```

```
    float cie, see, sum;
```

```
    printf("Enter CIE marks out of 50: \n");
```

```
    scanf("%f", &cie);
```

```
    printf("Enter SEE marks out of 100: \n");
```

```
    scanf("%f", &see);
```

```
    sum = cie + (see/2);
```

```
    if (sum >= 90)
```

```
    {
```

```
        printf("Grade : S");
```

```
    }
```

```
    elseif (sum >= 80)
```

```
    {
```

```
        printf("Grade : A");
```

```
    }
```

```
    elseif (sum >= 70)
```

```
    {
```

```
        printf("Grade : B");
```

```
    }
```

```
    elseif (sum >= 60)
```

```
    {
```

```
        printf("Grade : C");
```

```
    }
```



```
elseif (sum >= 50)
```

```
{
```

```
    printf("Grade : D");
```

```
}
```

```
elseif (sum >= 40)
```

```
{
```

```
    printf("Grade : E");
```

```
}
```

```
else if (sum < 40)
```

```
{
```

```
    printf("Grade : F");
```

```
}
```

```
return 0;
```

```
}
```

Ques 5:

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

```
int main ()
```

```
{
```

```
int no1, no2, i, flag, x;
```

```
printf("Enter the two numbers (Intervals): ");
```

```
scanf("%d %d", &no1, &no2);
```

```
printf("Prime numbers between %d and %d are : ",  
no1, no2);
```

```
if (no1 > no2)
```

```
{
```

```
    x = no1;
```

```
    no1 = no2;
```

```
    no2 = x;
```

```
}
```

```
while (no1 < no2)
```

```
{
```

```
    flag = 0;
```

```
    if (no1 <= 1)
```

```
    {
```

```
        no1++;
```

```
        continue;
```

```
    }
```



```
for (i = 2; i <= no1 / 2; i++)
```

```
{
```

```
    if (no1 % i == 0)
```

```
    {
```

```
        flag = 1;
```

```
        break;
```

```
    }
```

```
}
```

```
if (flag == 0)
```

```
    printf("%d", no1);
```

```
    no1++;
```

```
}
```

```
return no;
```

```
}
```