

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

void main()
{
    int i, j, n, c=1;
    printf("enter the order\n");
    scanf("%d", &n);
    for(i=1; i<=n; i++)
    {
        for(j=1; j<=n; j++)
        {
            if(j<=i)
            {
                printf("%d \t", c);
                c=c+1;
            }
            else
                printf(" ");
        }
        printf("\n");
    }
    getch();
}
```

C/C++

Windows (CR+LF)

WINDOWS-1252

Line 1 Col 1, P



C:\Users\user2\Desktop\PATTERN.exe

enter the order

5
1
2
4
7
11

3
5
8
12 6
9
13 10
14 15

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Start here X PATTERN.c X MARKS.c X PRIME.c X AREA AND VOLUME.c X

```
1 #include<stdio.h>
2 #include<conio.h>
3
4 void main()
5 {
6     int C, S;
7     float AVG;
8     printf("enter CIE marks\n");
9     scanf("%d", &C);
10    printf("enter SEE marks\n");
11    scanf("%d", &S);
12    while(C>=0&&C<=50&&S>=0&&S<=100)
13    {
14        AVG=C+(S/2);
15        if(AVG>=90)
16        {
17            printf("Grade is A");
18            break;
19        }
20        else if(AVG>=80 && AVG<=90)
21        {
22            printf("Grade is B");
23            break;
24        }
25        else if(AVG>=70 && AVG<=80)
26        {
27            printf("Grade is C");
28            break;
    }
```

Logs & others

C/C++ Windows (CR+LF) WINDOWS-1252 Line 1, Col 1, Pos 0

Pr W Ps

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Start here X PATTERN.c X MARKS.c X PRIME.c X AREA AND VOLUME.c X

```
17     printf("Grade is A");
18     break;
19 }
20 else if(AVG>=80 && AVG<=90)
21 {
22     printf("Grade is B");
23     break;
24 }
25 else if(AVG>=70 && AVG<=80)
26 {
27     printf("Grade is C");
28     break;
29 }
30 else if(AVG>=60 && AVG<=70)
31 {
32     printf("Grade is D");
33     break;
34 }
35 else
36 {
37     printf("Grade is E");
38     break;
39 }
40 }
41 getch();
42 }
```

Logs & others

C/C++ Windows (CR+LF) WINDOWS-1252 Line 1

Pr W Ps

□

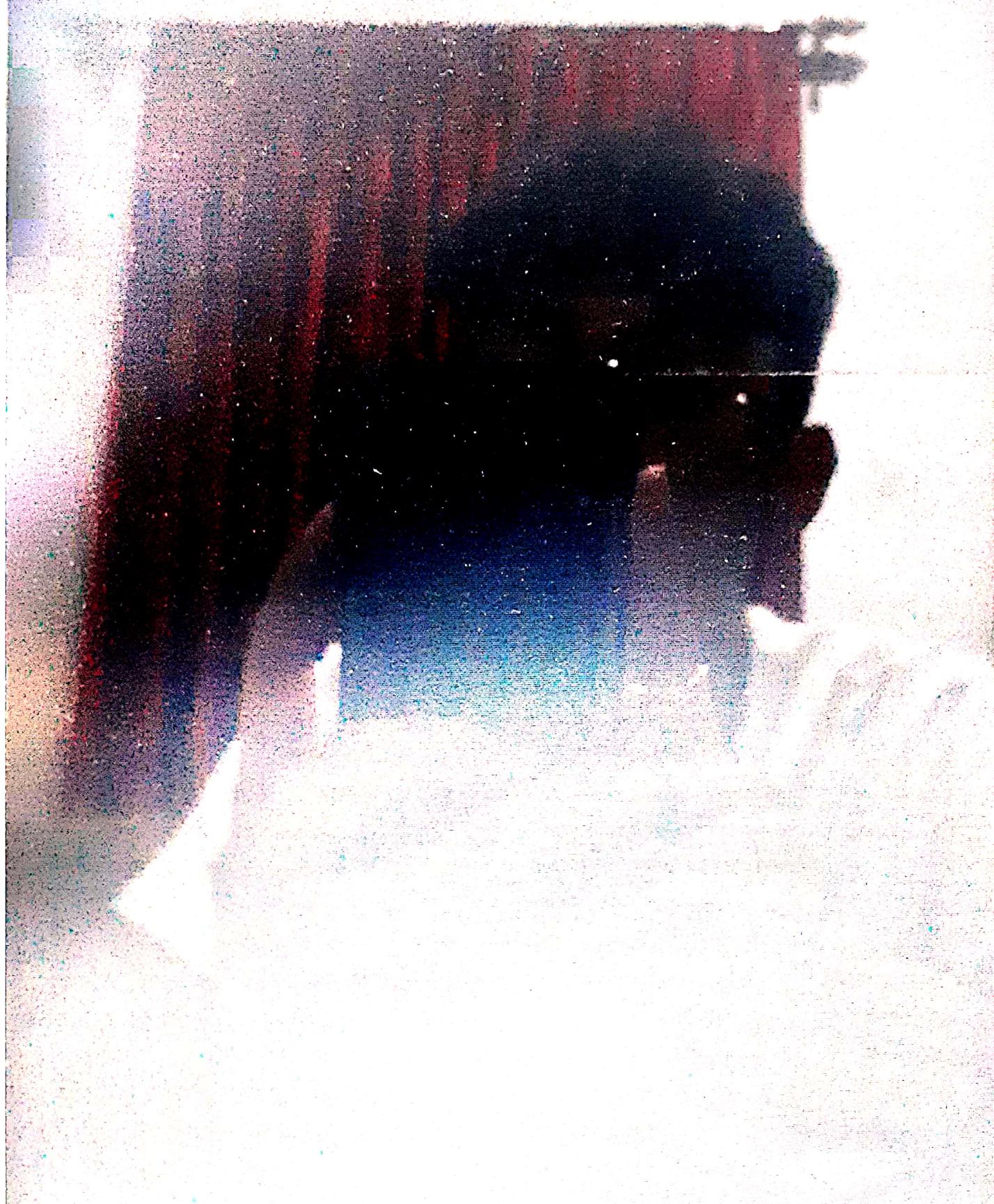
enter CIE marks

45

enter SEE marks

20

Grade is E.



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Start here X PATTERN.c X MARKS.c X PRIME.c X AREA AND VOLUME.c X

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 void main()
5 {
6     int n1, n2, i, j, flag, temp;
7
8     printf("Enter the value of num1 and num2 \n");
9     scanf("%d %d", &n1, &n2);
10    if (n2 < 2)
11    {
12        printf("There are no primes upto %d\n", n2);
13        exit(0);
14    }
15    printf("Prime numbers are \n");
16    temp = n1;
17    if (n1 % 2 == 0)
18    {
19        n1++;
20    }
21    for (i = n1; i <= n2; i = i + 2)
22    {
23        flag = 0;
24        for (j = 2; j <= i / 2; j++)
25        {
26            if ((i % j) == 0)
27            {
28                flag = 1;
29            }
30        }
31        if (flag == 0)
32        {
33            printf("%d ", i);
34        }
35    }
36 }
```

Logs & others

C/C++ Windows (CR+LF) WINDOWS-1252 Li

Pr W PS

Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help

here X PATTERN.c X MARKS.c X PRIME.c X AREA AND VOLUME.c X

```
13         exit(0);
14     }
15     printf("Prime numbers are \n");
16     temp = n1;
17     if ( n1 % 2 == 0)
18     {
19         n1++;
20     }
21     for (i = n1; i <= n2; i = i + 2)
22     {
23         flag = 0;
24         for (j = 2; j <= i / 2; j++)
25         {
26             if ((i % j) == 0)
27             {
28                 flag = 1;
29                 break;
30             }
31         }
32         if (flag == 0)
33         {
34             printf("%d\n", i);
35         }
36     }
37     getch();
38 }
```

Logs & others

C/C++ Windows (CR+LF) WINDOWS-1252 Line

Pr W Ps

C:\Users\user2\Desktop\PRIME.exe

Enter the value of num1 and num2

2

3

Prime numbers are

3

5

7

```
File X PATTERN.c X MARKS.c X PRIME.c X AREA AND VOLUME.c X
1 #include<stdio.h>
2 #include<conio.h>
3 #include<math.h>
4 void main()
5 {
6     int c, r, h, result;
7     char option;
8     float A, V;
9     do
10    {
11        printf("AREA & VOLUME\n");
12        printf("1 for cylinder\n");
13        printf("2 for cone\n");
14        printf("3 for sphere\n");
15        printf("enter choice of shape\n");
16        scanf("%d", &c);
17        printf("enter radius\n");
18        scanf("%d", &r);
19        if(c==1 || c==2)
20        {
21            printf("enter height\n");
22            scanf("%d", &h);
23        }
24        switch(c)
25        {
26            case 1:A=(2*3.14)*r*h) + (2*(3.14)*r*r);
27            V=(3.14)*r*r*h;
28            printf("area is %f & volume is %f", A, V);
29        }
30    }
31 }
```

```
if(c==1 || c==2)
{
    printf("enter height\n");
    scanf("%d", &h);
}

switch(c)
{
    case 1:A=(2*(3.14)*r*h) + (2*(3.14)*r*r);
    V=(3.14)*r*r*h;
    printf("area is %f & volume is %f", A, V);
    break;
    case 2:A=((3.14)*r*(r+sqrt(h*h+r*r)));
    V=((3.14)*r*r*h)/3;
    printf("area is %f & volume is %f", A, V);
    break;
    case 3:A=(4*3.14*r*r);
    V=((3.14)*r*r*r*4)/3;
    printf("area is %f & volume is %f", A, V);
    break;
    default:printf("wrong input\n");
}

printf("do you want to continue? (y/n)\n");
option=getche();
}while(option=='y' || option=='Y');
getch();
}
```

"C:\Users\user2\Desktop\AREA AND VOLUME.exe"

AREA & VOLUME

1 for cylinder

2 for cone

3 for sphere

enter choice of shape

2

enter radius

5

enter height

9

area is 240.141388 & volume is 235.500000 do you want to continue? (y/n)

YAREA & VOLUME

1 for cylinder

2 for cone

3 for sphere

enter choice of shape

3

enter radius

6

area is 452.160004 & volume is 904.320007 do you want to continue? (y/n)

