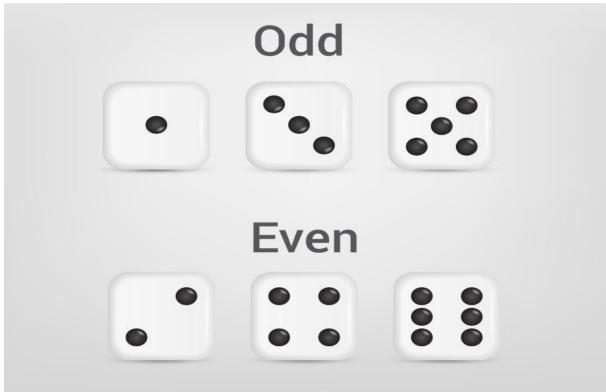
1.C Program to Check Whether a Number is Even or Odd

2.Program to Check Odd or Even Using Conditional Operator



- 1 Program to Check Vowel or consonant (or operator) vc1
- 2 Program to Check Vowel or consonant (while loop) vc2

Program to Find the Largest Number Among Three Numbers

1.Using only if -----vc4

2.using only if...else-----vc5

3.nested if...else-----vc6

Program to Generate Multiplication Table

Multiplication Table Up to 10 ----vc7

Multiplication Table Up to a range (entered by the user) -----vc8

Program to Calculate the Sum of Natural Numbers

Sum of Natural Numbers Using for Loop -----vc10

Sum of Natural Numbers Using while Loop-----vc11

Program to Read Input Until User Enters a Positive Integer-----vc12

Factorial of a Number----vc13

GCD Using for loop and if Statement—c14

GCD Using while loop and if...else Statement---c15

GCD for both positive and negative numbers----c16

LCM using while Loop and if Statement—c17

LCM Calculation by Finding GCD-c18

C Program to Reverse a Number----c19

C Program to Check Whether a Number is Palindrome or Not---c20

Program to Display Prime Numbers Between Two Intervals----c21

Display Prime Numbers Between Two Intervals When Larger Number is Entered first----c22

Check Armstrong Number of three digits---c23 Check Armstrong Number of n digits---c24

Programming Code To Create Pyramid and Pattern

Program to print half pyramid using *---p1

```
*

* * *

* * *

* * * *
```

Program to print half pyramid a using numbers—p2

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
```

Program to print half pyramid using alphabets—p3

```
A
BB
CCC
DDDD
EEEEE
```

Inverted half pyramid using *--p4

```
* * * * *

* * * *

* * *

* * *
```

Inverted half pyramid using numbers----p5

```
1 2 3 4 5
1 2 3 4
1 2 3
```

```
1 2
```

Program to print full pyramid using *----p6

Program to print pyramid using numbers---p7

```
1
2 3 2
3 4 5 4 3
4 5 6 7 6 5 4
5 6 7 8 9 8 7 6 5
```

Inverted full pyramid using *-----p8

```
* * *
```

Print Pascal's triangle---p9

```
1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
1 5 10 10 5 1
```

Print Floyd's Triangle.---p10

```
1
2 3
4 5 6
7 8 9 10
```