

```

(Q4)
1. #include <stdio.h>
2. int main ()
3. {
4.     float cie_marks, see_marks;
5.     printf ("enter cie marks and see marks:");
6.     scanf ("%f%f", &cie_marks, &see_marks);
7.     float total = (cie_marks + see_marks) / 2;
8.     printf ("The grade of student:");
9.     if (total >= 90)
10.        printf ("S\n");
11.     else if (total >= 80 && total < 90)
12.        printf ("B\n");
13.     else if (total >= 70 && total < 80)
14.        printf ("B\n");
15.     else if (total >= 60 && total < 70)
16.        printf ("C\n");
17.     else if (total >= 50 && total < 60)
18.        printf ("D\n");
19.     else if (total >= 40 && total < 50)
20.        printf ("E\n");
21.     else
22.        printf ("F\n");
23.     return 0;
24. }

```

(05)
(10/11/20)

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

```
int main()
```

```
{  
    int a, b;
```

```
    printf("enter 2 integer:");  
    scanf("%d %d", &a, &b);
```

```
    int i, j, k;
```

```
    printf("The prime number 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;
```

```
}
```


(Qb)
(1 mark)

```
#include <stdio.h>
#include <string.h>
#include <math.h>
int main()
```

```
{
    char shape1[] = "cylinder";
```

```
    char shape2[] = "cone";
```

```
    char shape3[] = "sphere";
```

```
    char quit[] = "quit";
```

```
    char choice[50];
```

```
    const float pi = 3.142
```

```
    while (1)
```

```
{
```

```
    printf("enter a shape :");
```

```
    scanf("%s", choice);
```

```
    if (strcmp(choice, shape1) == 0
```

```
{
```

```
        float r, h;
```

```
        float a, v;
```

```
        printf("enter the radius and height of cylinder");
```

```
        scanf("%f%f", &r, &h);
```

```
        a = (2 * pi * r * h) + (2 * pi * r * r);
```

```
        v = pi * r * r * h;
```

```
        printf("Area : %f volume : %f\n", a, v);
```

```
    }
```

```
    else if (strcmp(choice, shape2) == 0)
```

```
{
```

```
        float r, h;
```

```
        float a, v;
```

```
printf("Enter the radius and height of cone:");
scanf("%f %f", &r, &h);
a = pi * r * r * h * (4/3);
```

```
printf("Area : %f Volume : %f\n", a, v);
```

```
} else if (strcmp(choice, "sphere") == 0)
```

```
{
    float r;
```

```
    float a, v;
```

```
    printf("Enter the radius of sphere:");
```

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

```
    a = 4 * pi * r * r;
```

```
    v = (4.0/3.0) * pi * r * r * r;
```

```
    printf("Area : %f Volume : %f\n", a, v);
```

```
} else if (strcmp(choice, "quit") == 0)
```

```
    break;
```

```
else
```

```
    printf("Invalid choice");
```

```
}
```

```
return 0;
```

```
}
```


(Q3)

(Ans)

```
#include <stdio.h>
int main()
{
    int n;
    printf("enter a number :");
    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;
}
```