Assignment 3

```
//Q1Print numbers from 1 to 10.
#include<stdio.h>
void main(){
       int a = 1;
       while(a<=10)
{
       printf("%d",a);
       a++;
}
}
//Q2. Print table for the given number.
#include<stdio.h>
```

```
void main(){
       int num,a=1,b;
       printf("Enter the number :");
       scanf("%d",&num);
       while(a \le 10) \{
              b = num*a;
              printf("\%d\n",b);
              a++;
       }
}
//3. Calculate sum of numbers in the given range.
#include<stdio.h>
void main(){
       int num, rem,sum=0;
       printf("Enter the number:");
       scanf("%d",&num);
```

```
int temp=num;
      while(temp>0){
                           //first when temp was not used num was reinitialised as 0
therefore temp was used where the num can chnage and we can print the nuumber as well
             rem=temp%10;
             sum=sum+rem;
             temp=temp/10;
       }
      printf("Sum=%d",sum);
      printf("Num=%d",num);
}
//4. Check number is prime or not
#include<stdio.h>
void main(){
      int num,i=2,flag=0;
      printf("Enter the number:");
      scanf("%d",&num);
      while(i<num/2){
```

```
if(num%i==0){
                flag = 1;
                break;
         }
          i++;
       }
       if(flag==0){
              printf("The number is a prime number ");
       }
       else{
              printf("The number is not a prime number");
       }
}
//5. Check number is armstrong or not?
#include<stdio.h>
```

```
void main(){
      int rem, sum=0, m=1;
      int num;
      int count=0;
      int tempcount;
      printf("Enter the number:");
      scanf("%d",&num);
      int temp =num;
      while(temp>0){
             count++;
             temp=temp/10;
      }
      temp = num;
      while(temp>0){
             rem = temp\%10;
             tempcount=count;
             m=1;
             while(tempcount>0){
                    m = m*rem;
```

tempcount--;

```
}
              sum = sum + m;
              temp=temp/10;
       }
       if(sum==num){
              printf("the number is a Armstrong no.");
       }
       else {
              printf("The no. is not Armstrong");
       }
}
//Q6.Check number is perfect or not.
#include<stdio.h>
void main(){
```

```
int num, sum=0, i;
       printf("Enter the number:");
       scanf("%d",&num);
       i=1;
       while(i<num){
              if(num%i==0){
                     sum = sum + i;
              }
                     i++;
}
if(sum==num){
       printf("The number is a perfect number.");
}
else {
  printf("The number is not a perfect number.");
}
```

Q7.Find factorial of number

```
#include<stdio.h>
void main(){
       int num , fact=1 , i;
       printf("Enter the number:");
       scanf("%d",&num);
       i=num;
       while(i>0){
              fact=fact*i;
              i--;
       }
       printf("Factorial of the %d is:%d",num,fact);
}
```

8. Check number is strong or not

```
#include<stdio.h>
void main(){
       int num, rem, i , fact ,temp;
       int sum = 0;
       printf("Enter the number:");
       scanf("%d",&num);
       temp = num;
       while(temp>0){
              rem = temp\%10;
              fact=1;
              for(i=1;i \le rem;i++){
                     fact= fact*i;
              }
              sum = sum+fact;
              temp = temp/10;
```

```
}
       if(sum==num){
              printf("The number is a strong number.");
       }
       else\{
              printf("The number is not a strong number.");
}
//Q9 Check the given number is palindrome or not?
#include<stdio.h>
void main(){
       int rem;
```

```
int num=6342;
       int temp=num;
      int sum =0;
      while(temp>0){
              rem = temp\%10;
         printf("%d",rem);
              temp = temp/10;
       }
}
//Q10.Add the (first and last) digit of a given number?
#include<stdio.h>
void main(){
       int num, a, b,sum;
      printf("Enter the number:");
      scanf("%d",&num);
      a = num%10; //last digit
       b=num;
      while(b>=10){
```

```
b = b/10; sum = a+b; printf("Sum of first and last digit is:%d",sum); }
```