Lab 3 (Loop)

1. Write a program called "MultiplicationTable" that prints a 9x9 multiplication table.

Example:

```
1 x 1 = 1
1 x 2 = 2
1 x 3 = 3
…
9 x 9 = 81
```

2. Write a program called "FirstPrime" that lets the user enter two non-negative intergers, *lower_bound* and *upper_bound*, from the keyboard. The program then displays the first prime number in the range (*lower_bound*, *upper_bound*).

Note: The range is exclusive (i.e. *lower_bound* and *upper_bound* are not included).

Example:

```
Nhap can duoi: 0
Nhap can tren: 0
LOI: Can duoi phai nho hon can tren.
```

```
Nhap can duoi: 1
Nhap can tren: 5
So nguyen to dau tien trong khoang (1, 5) la 2.
```

```
Nhap can duoi: 7
Nhap can tren: 10
Khong co so nguyen to nao trong khoang (7, 10).
```

3. Write a program called "PrintDigits" that lets the user enter an integer then displays one digit of that integer per row.

Hints: Use while loop, div and mod

Example:

```
Nhap so nguyen: 235
2
3
5
```

3. Write a program called "ReverseNumber" that lets the user enter an integer then displays that number in reverse order.

Hints: Use while loop, div and mod

Example:

```
Nhap so nguyen: 235
So dao nguoc la: 532
```

4. Write a program called "CheckPanlindrome" that lets the user an integer then displays if the number is a palindrome or not.

Note: A palindrome number is a number that remains the same when its digits are reversed.

Hints: Use while loop, div and mod

Example:

```
Nhap so nguyen: 12345
Khong phai so doi xung.
```

```
Nhap so nguyen: 1221
Day la so doi xung.
```

```
Nhap so nguyen: 12321
Day la so doi xung.
```