Numbers and Arithmetic

1. Check if a number is odd or even.
2. Determine if a number is prime.
3. Find the factorial of a number.
4. Print the Fibonacci sequence up to N terms.
5. Find the sum of digits of a number.
6. Reverse the digits of a number.
7. Check if a number is a palindrome.
8. Determine if a number is an Armstrong number.
9. Find the GCD and LCM of two numbers.
10. Swap two numbers without using a temporary variable.
11. Check if a number is positive, negative, or zero.
12. Find the largest of three numbers.
13. Print the multiplication table of a number.
14. Calculate the power of a number without using built-in functions.
15. Check if a number is a perfect square.
16. Find the square root of a number without built-in functions.
17. Count the number of digits in a number.
18. Check if a number is a perfect number.
19. Convert a decimal number to binary, octal, and hexadecimal.
20. Convert a binary number to decimal.

Loops and Patterns

21. Print the sum of the first N natural numbers.
22. Print the sum of the first N even numbers.
23. Print the sum of the first N odd numbers.
24. Generate Pascal's triangle.
25. Print the first N prime numbers.
26. Print the sum of a geometric progression series.
27. Print the sum of a harmonic series.
28. Find the Nth term of an arithmetic progression.