

Week-2

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③ #include <stdio.h>
int main()
{
    int i, j, n, k=1;
    printf("Enter the number of rows\n");
    scanf("%d", &n);
    for(i=1; i<=n; i++)
    {
        for(j=1; j<=i; j++)
        {
            printf("%d", k);
            k++;
        }
        printf("\n");
    }
    return 0;
}
```

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4) #include <stdio.h>
int main()
{
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    int Cie, See;
    float total;
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    printf("Enter the CIE and SEE marks\n");
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    scanf("%d %d", &Cie, &See);
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    total = (See/2.0) + Cie;
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    if (Cie >= 20 && See >= 40)
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```
    {
        if (total > 89 && tot <= 100)
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            printf("Grade : S");
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        else if (total > 79 && tot <= 89)
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            printf("Grade : A");
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        else if (total > 69 && total <= 79)
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            printf("Grade : B");
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        else if (total > 59 && tot <= 69)
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            printf("Grade : C");
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        else if (total > 49 && tot <= 59)
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            printf("Grade : D");
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```
        else
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```
        {
            printf("Grade : E");
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        }
        else if (Cie >= 20 && See < 40)
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            printf("Grade : F");
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```
        else
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```
            printf("Grade invalid");
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        return 0;
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    }
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5) #include <stdio.h>
   int main()
   {
       int low, high, i, flag;
       printf("Enter 2 numbers [interval]: " \n);
       scanf("%d %d", &low, &high);
       printf("Prime numbers b/w %d and %d are:",
              , low, high);
       while (low <= high)
       {
           flag = 0;
           if (low <= 1)
           {
               low++;
               continue;
           }
           for (i=2; i <= low/2; i++)
           {
               if (low % i == 0)
               {
                   flag = 1;
                   break;
               }
           }
           if (flag == 0)
               printf("%d", low);
           low++;
       }
       return 0;
   }

```



```

6) #include <stdio.h>
#include <math.h>
int main()
{
    int c = 4;
    float a, v, r, h;
    while(1 == 1)
    {
        int c;
        printf("Enter the choice of shape: \n");
        printf("1. Cylinder \n 2. Cone \n 3. Sphere \n 0. Exit \n");

        scanf("%d", &c);
        switch(c)
        {
            case 1: printf("Enter radius: \n");
                    scanf("%f", &r);
                    printf("Enter height: \n");
                    scanf("%f", &h);
                    a = (2 * 3.14 * r * h) + (2 * 3.14 * r * r);
                    v = (3.14 * r * r * h);
                    printf("Area = %f \n Volume = %f \n", a, v);
                    break;
            case 2: printf("Enter radius: \n");
                    scanf("%f", &r);
                    printf("Enter height: \n");
                    scanf("%f", &h);
                    a = (3.14 * r) * (r + sqrt((h * h) + (r * r)));
                    v = (3.14 * r * r * h) / 3.0;
                    printf("Area = %f \n Volume = %f \n", a, v);
                    break;
        }
    }
}

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Case 3: printf("Enter Radius : \n");
        scanf("%f", &r);
        a = 4 * 3.14 * r * r;
        V = (4 * 3.14 * r * r * r) / 3.0;
        printf("Area = %f \n Volume = %f \n", a, V);
        break;
Case 0: printf("Exit \n");
        exit(0);
default: printf("Invalid Choice \n");
}
}
return 0;
}

```