

```
1: #include <stdio.h>
2:
3: int main(void) {
4:
5:     int number;
6:
7:
8:     printf("Enter a number (2-9): ");
9:     scanf("%d", &number);
10:
11:     while (number < 2 || number > 9) {
12:         printf("Enter a number (2-9): ");
13:         scanf("%d", &number);
14:     }
15:
16:     for (int i = 1; i < 10; i++) {
17:         printf("%d x %d = %d\n", number, i, number * i);
18:     }
19:
20:     return 0;
21:
22: }
```

```
1: #include <stdio.h>
2: int main(void) {
3:
4:     int number, sum=0;
5:     double avg;
6:
7:     printf("Enter a number (-1 to stop): ");
8:     scanf("%d", &number);
9:
10:    int i = 0;
11:    while (number != -1) {
12:        sum += number;
13:        i++;
14:
15:        printf("Enter a number (-1 to stop): ");
16:        scanf("%d", &number);
17:    }
18:
19:    avg = (double)sum / (double)i;
20:
21:    printf("Sum: %d\n", sum);
22:    printf("Average: %.2lf\n", avg);
23:
24:    return 0;
25: }
```

```
1: #include <stdio.h>
2:
3: int main(void) {
4:
5:     //i\204 for {ê³pë°± + * for{}}
6:     //ê³pë°± + * for :: ê³pë°± + & i\225@i¹\234 ë°\222 : i\236\205ë ¥ ë°\222
7:
8:     int number;
9:
10:    printf("Enter a number: ");
11:    scanf("%d", &number);
12:
13:    /*
14:    int star = 1;
15:    int blank = number - 1;
16:
17:    for (int i = 1; i <= number; i++) { //i\204
18:        for (int j = blank; j > 0; j--) { //ê³pë°± + *
19:            printf(" ");
20:        }
21:        blank--;
22:
23:        for (int k = 1; k <= star; k++) {
24:            printf("*");
25:        }
26:        star += 2;
27:        printf("\n");
28:    }
29:    */
30:
31:    int star = 1;
32:    for (int i = 0; i < number; i++) { //i\204
33:        for (int j = number - 1; j > i; j--) { //ê³pë°±
34:            printf(" ");
35:        }
36:
37:        for (int k = 0; k < star; k++) { // *
38:            printf("*");
39:        }
40:        star += 2;
41:        printf("\n");
42:    }
43:
44:
45:
46:
47:
48:    return 0;
49: }
```

```
1: #include <stdio.h>
2: int main(void) {
3:
4:     int number;
5:     double mul=1;
6:
7:     printf("Enter a number: ");
8:     scanf("%d", &number);
9:
10:    // 5! = 1*2*3*4*5
11:
12:    for (int i = 1; i <= number; i++) {
13:        mul *= i;
14:    }
15:
16:    printf("%d! = %.1f\n", number, mul);
17:
18:    return 0;
19: }
```