

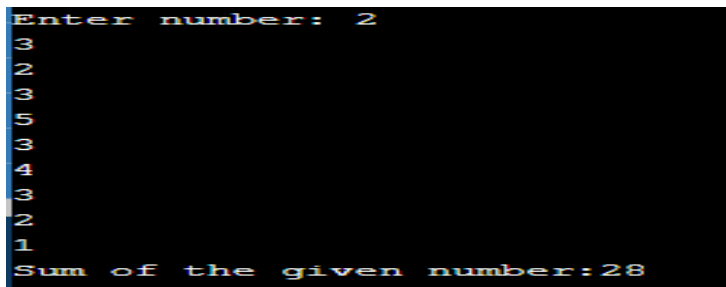
ASSIGNMENT-6

1. Calculate the sum of numbers (10 numbers max) & If the user enters a negative number, the loop terminates.

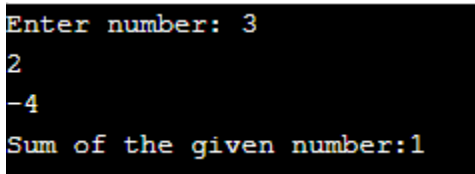
```
#include<stdio.h>
int main()
{
    int num, i, sum=0;
    printf("Enter number: ");
    for(i=0;i<10;i++)
    {
        scanf("%d",&num);
        sum= sum+num;
        if( num<0 )
            break;
    }

    printf("Sum of the given number:%d",sum);
    return 0;
}
```

Output:-



```
Enter number: 2
3
2
3
5
3
4
3
2
1
Sum of the given number:28
```



```
Enter number: 3
2
-4
Sum of the given number:1
```

2. Calculate the sum of numbers (10 numbers max) & If the user enters a negative number, it's not added to the result.

```
#include<stdio.h>
int main()
{
    int num, i, sum=0;
    printf("Enter number: ");
    for(i=0;i<10;i++)
    {
```

```

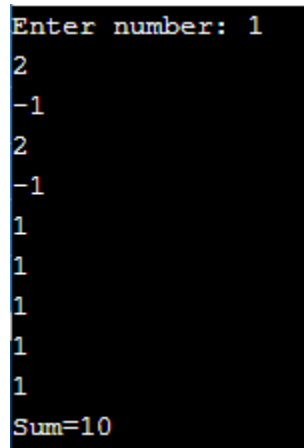
    scanf("%d",&num);
    if( num<0 )
        continue;
    sum=sum+num;
}

printf("Sum=%d",sum);

return 0;
}

```

Output:-



```

Enter number: 1
2
-1
2
-1
1
1
1
1
1
Sum=10

```

3. Take input from the user until he/she enters zero. (Using Break)

```

#include <stdio.h>

int main()
{
    int num,i;
    printf("enter the number: ");
    while(1)
    {
        scanf("%d",&num);
        if(num==0)
            break;
    }
    return 0;
}

```

Output:-

```
enter the number: 2
2
1
2
4
2
1
0

...Program finished with exit code 0
Press ENTER to exit console.
```

4. Check whether the given number is prime or not.(Using Break)

```
#include <stdio.h>
int main()
{
    int num, i, count = 0;
    printf("Enter the number: ");
    scanf("%d", &num);
    for (i = 2; i <= num/2; ++i)
    {
        if (num % i == 0)
        {
            count = 1;
            break;
        }
    }

    if (count == 0)
        printf("%d is a prime number", num);
    else
        printf("%d is not a prime number", num);

    return 0;
}
```

Output:-

```
Enter the number: 20
20 is not a prime number
```

5. Print sum of odd numbers between 0 and 10. (Using Continue)

```
#include <stdio.h>
int main ()
{
```

```

int i,sum = 0;
for (i = 0; i < 10; i++)
{

    if ( i % 2 == 0 )
        continue;
    sum = sum + i;
}
printf("sum of odd number between 0 to 10: %d",sum);
return 0;
}

```

Output:-

```
sum of odd number between 0 to 10: 25
```

6. Check whether the given number is prime or not.(Using Continue)

```

#include <stdio.h>
int main()
{
    int num, i, count = 0;
    printf("Enter the number: ");
    scanf("%d", &num);
    for (i = 2; i <= num/2; ++i)
    {
        if (num % i == 0)
        {
            count = 1;
            continue;
        }
    }

    if (count == 0)
        printf("%d is a prime number", num);
    else
        printf("%d is not a prime number", num);

    return 0;
}

```

Output:-

```
Enter the number: 5
5 is a prime number
```

```
Enter the number: 10
10 is not a prime number
```

7. Print all even numbers from 1 to 100. (Using Continue)

```
#include <stdio.h>
int main ()
{
    int i;
    printf("even numbers between 0 and 100: ");
    for(i=0;i<=100;i++)
    {
        if(i%2!=0)
            continue;
        printf("%d\n",i);
    }
    return 0;
}
```

Output:-

```
even numbers between 0 and 100: 0
2
4
6
8
10
12
14
16
18
20
22
24
26
28
30
32
34
36
38
40
```

8. Print numbers from 1 to 10 using goto statement. (Using goto)

```
#include <stdio.h>
int main()
{
    int count=1;
    start:
    printf("%d ",count);
```

```

        count++;
        if(count<=10)
            goto start;

        return 0;
}

```

Output:-

```

1 2 3 4 5 6 7 8 9 10

```

9. Program to calculate the sum and average of positive numbers, If the user enters a negative number, the sum and average are displayed. (Using goto)

```

#include<stdio.h>
int main()
{
    int num,sum=0,avg=0;

    printf("Enter the number: ");
    start:
    scanf("%d",&num);
    if(num<0)
        goto stop;
    sum = sum + num;
    //avg=sum/num;
    goto start;

    stop:
    printf("Sum:%d\n",sum);
    //printf("Average:%d\n",avg);
    return 0;
}

```

Output:-

```

Enter the number: 2
4
-1
Sum: 6

```

10. Check if a number is even or not. (Using goto)

```

#include <stdio.h>

```

```

void main()
{

```

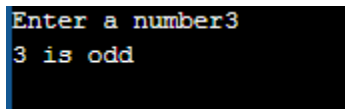
```
int num;

printf("Enter a number");
scanf("%d", &num);

if (num % 2 == 0)
    goto even;
else
    goto odd;

even:
    printf("%d is even\n", num);
odd:
    printf("%d is odd\n", num);
}
```

Output:-

A screenshot of a terminal window with a black background and light blue text. It shows the output of the program: "Enter a number3" on the first line and "3 is odd" on the second line.

```
Enter a number3
3 is odd
```