A-1(a) Point even numbers between

Algorithm-

Stort.

Step:2- I=0.

step: 3- Accept the numbers.

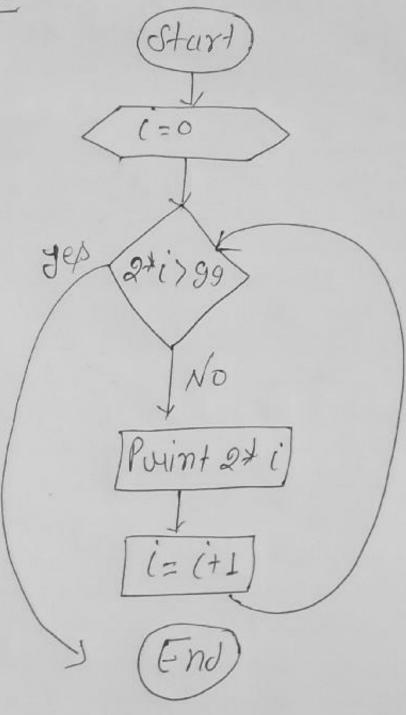
Step: 4- While (# (=0, 1/990 (++))

if (i/2 ==0)

Step:5- point values

otep: 6- End

Flowchast =



Q-1(b) Paint odd numberys less than a given numbery. It should also caculate their Gumand count

Flowchart:

(Stavit Sum=0 * Puink Jum = Sumti Turve K=K+2) >13K(100) [Purintsym 6-100

A-1(1) Calculate the average of A5 test scorres.

Algo -

Flowchart

6

Puint table of any numbers 6-1(0) sturt. Step-1 input value of Num. Step-2 otep-3 J=1. if (i) to) Then Gote setep Step-4 Purod = numxI Step-s I * Num = Poloduct. Step-6 step- 7 I = J + 1Goto step-4. Step-8 stop. StEP-9

7

Flow chart = Sturt Polod = Numxi write ix num - Pot

1

6-1(e) Check if the given number is puime our not. (Start) [flay=1, i=2] Reced no forom unes Yes Point un is not point Play =0] mili-o No J== res [Point "nis Print "nix not

Algo -Start Step-1: Initialise variables num, 1, Step:2: Step: 3 Read num from user if numz=1 (num is not poime num) Step:4 J([(n/2)++] Step:5 Set flay = 0 Goto step = 6 J= J+1 Step: 6 if flay ==0 Dixpluy num +" ix not poime Else Display nym² nippnime

Stepiza Stop

Page-10 D-4(1), Point odd number bukward 94 20 flowchurt (Start) [i= 99] 2/ Printi/ [i=i+2]