

Assignment - 4

A Job Ready Bootcamp in C++, DSA and IOT MySirG Iterative Control Statements

1. Write a program to print MySirG 5 times on the screen

```
#include<stdio.h>
int main()
{
    int i;
    for ( i = 0; i < 5; i++)
    {
        printf("\nMySirG");
    }
}
```

2. Write a program to print the first 10 natural numbers.

```
#include<stdio.h>
int main()
{
    int i;
    for ( i = 1; i < 11; i++)
    {
        printf("\n%d",i);
    }
}
```

```
}
```

3. Write a program to print the first 10 natural numbers in reverse order

```
#include<stdio.h>
int main()
{
    int i;
    for ( i = 10; i > 0; i--)
    {
        printf("\n%d",i);
    }
}
```

4. Write a program to print the first 10 odd natural numbers

```
#include<stdio.h>
int main()
{
    int i;
    for (int i = 1; i <= 10; i++)
    {
        printf("%d\n", 2 * i - 1);
    }
}
```

5. Write a program to print the first 10 odd natural numbers in reverse order.

```
#include<stdio.h>
int main()
{
    int i;
    for (int i = 10; i >= 1; i--)
    {
        printf("%d\n", 2 * i - 1);
    }
}
```

6. Write a program to print the first 10 even natural numbers

```
#include<stdio.h>
int main()
{
    int i;
    for (int i = 1; i <= 10; i++)
    {
        printf("%d\n", 2 * i);
    }
}
```

7. Write a program to print the first 10 even natural numbers in reverse order

```
#include<stdio.h>
int main()
{
    int i;
    for (int i = 10; i >= 1; i--)
    {
        printf("%d\n", 2 * i);
    }
}
```

8. Write a program to print squares of the first 10 natural numbers

```
#include<stdio.h>
int main()
{
    int i;
    for (int i = 1; i <= 10; i++)
    {
        printf("%d\n", i*i);
    }
}
```

9. Write a program to print cubes of the first 10 natural numbers

```
#include<stdio.h>
int main()
{
    int i;
    for (int i = 1; i <= 10; i++)
    {
        printf("%d\n", i*i*i);
    }
}
```

10. Write a program to print a table of 5.

```
#include<stdio.h>
int main()
{
    int i;
    for (int i = 1; i <= 10; i++)
    {
        printf("%d\n", 5*i);
    }
}
```