when 3

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-3 -3 -3 Decision Making and Looping – while and do...while, for

```
Program: Stone come-One
                        Four
Hinclude estdio.4>
(Inion M
 int T, 1= 0, n,t;
 scanf (" dod", &T );
  While (izT)
   soul (" did ", en);
   t = n/4;
   i+ (+ %2 == 0 & R n % 2 == 0)
   perint ("No In");
    else if (+0/02==1 & & n 1/02==1)
      reunt("Norn");
    Z
    else
      recit (" yes In");
  section 0;
Sample Input
Sample Output
yes
yes
No
```

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)

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3

)

)

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0

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2

)

2

```
Program: Noles in a
                   Number
# include estatio. h>
int main ()
   int a, b, n = 0;
   scanf (" 4. d", &a);
   While (0,0)
     b= a % 10;
    if (b==0 11b==6 11 b==9 11b==4)
        n= n+1;
     else if (b== 8)
     n= N+2;
     a= a110;
   peint (" old ", n);
   section 0;
Sample Input
630
Sample output
2
```

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```
Program: Philaland Win
#include < stdio. h>
? (I nion tri
   int n, a = 0;
scauf (" 1.d", en);
   while (n!=0)
    n=12)
    2=2+1;
   perint (" ofod ", 91);
   exetteen 0;
                              R
Sample Input
10
Sample output
4
```

3

3

3

-3

-3

3

```
Program: Number Count
Hinclude estdio. h>
int main()
5
  INT NIXOO;
  White (soulf [" olod", ln) ==1) {
     if (n 1/12 !=0)
       N 44;
   recint (" rod ", n);
  ectuem 0;
Sample
        Input
 5
       15 20 25 30 35 40 45 50
Sample Output
5
```

```
Program: Confusing Number
#include estatio.h>
    Main () {
int
    int n, x, y=1;
    scarf ("ekd", En);
    while (n!= 0 se y==1) {
       N=n%10; n= n/10;
       if (x== 2 11 x== 3 11 x== 4 11 x== 7) f
            4+; 33
    16(4==1) {
       perint (" teene "); 3
    else f
       reint (" false "); 3
     eretuen 0;
Sample Input
25
Sample
       Dutpat
false
```

-)

```
Program: Nutcition Value
#include < stdio 4>
int main()
   long long int n,t, i, rut = 0;
  scanf (" 1/2 lld 7, lld", en, et);
  for (i=1; i = n; i++){
     nut t= i;
      if (rut == L) {
       nut = nut-1; 33
   peint ("10 lld", nut 1. 1000000007);
   return o,
Sample Input
 2
 2
Sample Dutput
 3
```