



Practice Set-14: Looping Statements

1. Write a program to read a combination of the digits from keyboard until ENTER key pressed, form the number from the combination of the digits and display the same. Also restrict the user to type anything else rather digits.
[Don't use scanf()].
2. Write a program to read an alphabet from keyboard, display the reverse of its ASCII value. Also **restrict the user to type anything else rather an alphabet.**
3. Write a program to read an alphabet from keyboard, display the table of its ASCII value. Also **restrict the user to type anything else rather an alphabet.**
4. Write a program to read a number from keyboard, display the reverse number of the sum of the digits in the accepted number. Also **restrict the user to type anything else rather a number.**
5. Write a program to read some values from keyboard find and display the least, highest and second highest value. Also **restrict the user to type anything else rather a number.**
6. Write a program to **control the cursor navigation on the screen** that can be done using TAB, SPACE, BACKSPACE, and ARROW keys on the keyboard.
7. Write a program to display the word “**LOGIC**” on the screen, **move** the word **left, right, up** and **down** direction on pressing the arrow left, right, up and down on the keyboard respectively.
8. Write a program to display the **table** from 1 to 50 but only up to 10 at a time, **control the viewing** of the remaining next and previous tables using the right and left arrow keys on the keyboard, respectively.
9. Write a program to **display** the list of first **N Armstrong** numbers.
10. Write a program to **find** the **HCF** and **LCM** of the first three perfect numbers.
11. Write a program to **display** the **table** of **first 20 prime numbers**.
12. Write a program to **find** the sum of **13th prime number**, **14th perfect number** and **15th Armstrong** number.