

Week 2 .

3. Write a C Program to accept a number 'n' from user and print n rows of output as given below. if $n = 4$

1
2 3
4 5 6
7 8 9 10 .

```
#include <stdio.h>
void main()
{
    int n, x = 1;
    printf("Enter value of n\n");
    scanf("%d", &n);
    for (int i = 1; i <= n; i++)
    {
        for (int j = 1; j <= i; j++)
            printf("%d ", x++);
        printf("\n");
    }
}
```


A. Write a C Program to accept CIE marks - 50
SEE marks (100) of a student and print grade
Use if else if ladder.

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
int cie, see, tot; char c;
```

```
printf("Enter CIE marks out of 50 \n");
```

```
scanf("%d", &cie);
```

```
printf("Enter SEE marks out of 100 \n");
```

```
scanf("%d", &see);
```

```
see = see / 2;
```

```
tot = cie + see;
```

```
if (tot ≥ 90) tot
```

```
c = "A";
```

```
else if (tot ≥ 80)
```

```
c = "A";
```

```
else if (tot ≥ 70)
```

```
c = "B";
```

```
else if (tot ≥ 60)
```

```
c = "C";
```

```
else if (tot ≥ 50)
```

```
c = "D";
```

```
else
```

```
c = "F";
```

```
printf("Grade = %c", c);
```

```
}
```


-5. Write a C program to print prime number between given two integers (inclusive)

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int m, n;
```

```
    printf("enter two integers as (n ");
```

```
    scanf("%d %d", &m, &n);
```

```
    int fact
```

```
    for (int i = m; i ≤ n; i++)
```

```
    {
```

```
        fact = 0;
```

```
        for (int j = 1; j ≤ i; j++)
```

```
        {
```

```
            if (i % j == 0)
```

```
                fact++;
```

```
        }
```

```
        if (fact == 2)
```

```
            printf("%d\n", i);
```

```
    }
```

```
}
```


6. Write a C program which prints area & volume of any one of the given shapes. Accept the choice of shape, appropriate inputs from the user, calculate and display the area & volume. Repeat this with different shapes till the user wishes to stop.

Cylinder area: $A = 2\pi rh + 2\pi r^2$ $V = \pi r^2 h$

Cone $A = \pi r (r + \sqrt{h^2 + r^2})$ $V = \pi r^2 h / 3$

Sphere $A = 4\pi r^2$ $V = \frac{4}{3} \pi r^3$

```
#include <stdio.h>
#include <math.h>
void cylinder();
void cone();
void sphere();
void main()
{
    int n, temp = 1;
    printf("Enter 1. cylinder\n 2. cone\n 3. sphere\n 4. exit\n");
    while (temp)
    {
        printf("Enter your choice\n");
        scanf("%d", &n);
        switch (n)
        {
            case 1: cylinder();
                    break;
            case 2: cone();
                    break;
            case 3: sphere();
                    break;
            case 4: temp = 0;
                    break;
            default: printf("Invalid choice\n");
        }
    }
}
```



```
if (temp == 1)
    break;
```

```
}
```

```
void cylinder()
```

```
{ float r, h, area, vol;
  printf("Enter radius and height\n");
  scanf("%f %f", &r, &h);
  area = (2 * 3.14 * r * h) + (2 * 3.14 * r * r);
  vol = 3.14 * r * r * h;
  printf("Area = %f\n", area);
  printf("Volume = %f\n", vol);
}
```

```
void cone()
```

```
{ float r, h, area, vol;
  printf("Enter radius & height\n");
  scanf("%f %f", &r, &h);
  area = float f = (float) sqrt(h * h + r * r);
  area = 3.14 * r * (r + f);
  vol = (3.14 * r * r * h) / 3.0;
  printf("Area = %f\n", area);
  printf("Volume = %f\n", vol);
}
```

```
void sphere()
```

```
{ float r, area, vol;
  printf("Enter radius of sphere\n");
  scanf("%f", &r);
  area = 4 * 3.14 * r * r;
  vol = (4 * 3.14 * r * r * r) / 3.0;
  printf("Area = %f\n", area);
  printf("Volume = %f\n", vol);
}
```