3

```
#include <stdio.h>
void main(){
int n;
printf(" enter an integers :\n");
scanf("%d", &n);
int num=1;
for (int i=0; i<n; i++) {
 for (int j=0; j<=i; j++) {
  printf ("%d\t", num);
    ++num;
  }
  printf("\n");
 }
}
```

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```
#include <stdio.h>
#define SUB 6
void main() {
 float cieMark[SUB], seeMark[SUB], cie, see, totMark[SUB];
 int i,j,k;
 printf("Enter cie marks out of 50:\n");
 for(i=0; i<SUB; i++) {
 printf("sub:%d:", i+1);
 scanf("%f", &cie);
 if (cie > 50) {
    printf("enter marks for 50\n");
    i--;
 }
  cieMark[i] = round(cie);
}
printf("Enter see mark out of 100:\n");
for (j=0; j<SUB; j++) {
printf("sub:%d:", j+1);
scanf("%f", &see);
if (see > 100) {
  printf("enter marks for 100\n");
  i--;
 } else {
  seeMark[j] = round(see/2);
 }
}
```


Signature.....

```
for (k=0; k<SUB; k++){
 totMark[k] = cleMark[k] + seeMark[k];
 printf("for subject %d grade is : \n", k+1);
 if (totMark[k] >= 90){
    printf("S\n");
 }
 else if (totMark[k] >=80){
    printf("A\n");
 }
 else if (totMark[k] >=70){
    printf("B\n");
 }
 else if (totMark[k] >=60){
    printf("C\n");
 }
 else if (totMark[k] >= 50){
    printf("D\n");
 }
 else if (totMark[k] >= 40){
    printf("E\n");
 else {
    printf("F\n");
 }
 }
}
```

Name of the Experiment :
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```
#include <stdio.h>
void main(){
  int a,b, num1, num2, i, j;
  printf("Enter two nos:\n");
  scanf("%d %d", &num1, &num2);
  if (num1>num2){
    a=num2;
    b=num1; }
  else{ a=num1;
        b=num2; }
if (b<2){ printf("there are no prime nos in the range.\n");
     exit(0); }
printf("prime nos in the range are:\n");
for(i=a; i<=b; i++){
  int flag=0;
  for(j=2; j<=i/2; j++){
   if(i%j==0){
        flag=1;
        break; }
    }
if(flag==0 && i!=1 && i!=0){
   printf("%d", i);
   printf("\n");
  }
 }
}
```


Signature.....

```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#define pi 3.14
int main() {
 int choice, r, h;
 float area, volume;
 printf("Enter shape you want \n");
 do {
 printf("\n menu \n 1: Cylinder \n 2: Cone \n 3: Sphere \n 4: Exit \n");
 scanf("%d", &choice);
 switch (choice) {
 case 1: printf ("Enter radius: \n");
         scanf("%d", &r);
         printf ("Enter height: \n");
         scanf("%d", &h);
         area = (2 * pi * r * h) + (2 * pi * pow(r, 2));
         break; -> printf("Area: %f \t\t Volume: %f", area, volume);
 case 2: printf("Enter radius: \n");
         scanf("%d", &r);
         printf("Enter height: \n");
         scanf("%d", &h);
         area = pi * r * (r + sqrt(pow(h, 2) + pow(r, 2)));
         volume = pi * pow(r, 2) * h / 3.0;
         printf("Area: %f \t\t Volume: %f", area, volume);
         break;
```

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```
case 3: printf ("Enter radius:\n");
        scanf ("%d", &r);
        area = 4 * pi * pow(r, 2);
        volume = (4/3.0) * (pi * pow(r, 3));
        printf("Area: %f \t\t Volume: %f", area, volume);
        break;
case 4: printf("Exit\n");
        break;
default: printf("Enter a no. ranging from 1 to 4");
    }
} while (choice != 4);
  return 0;
}
```