week2a.c > main()

```c
#include<stdio.h>
void main(){
    int n;
    printf("enter an integer:\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");
    }
}
```


TERMINAL
PROBLEMS
OUTPUT
DEBUG CONSOLE
2: C/C++ Compile Run
PS E:\jdk8\bin\ooj lab> cd "e:\jdk8\bin\ooj lab"
PS E:\jdk8\bin\ooj lab> cmd /c .\"week2a.exe"
enter an integer:
6
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15
16 17 18 19 20 21
PS E:\jdk8\bin\ooj lab>

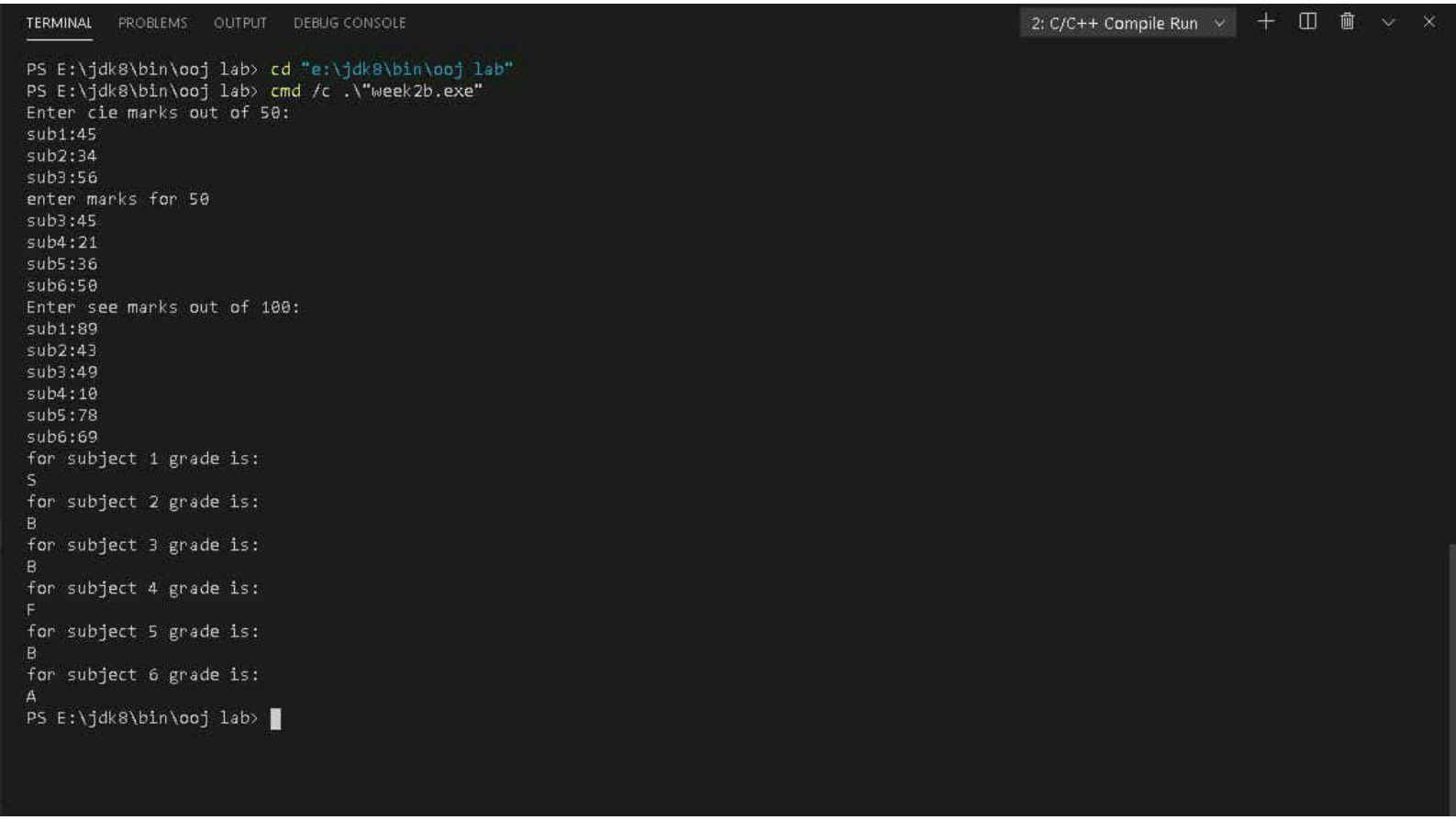
week2b.c > main()

```c
#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-=1;
        }
        cieMark[i] = round(cie);
    }
    printf("Enter see marks 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 -= 1;
        }
        else {
            seeMark[j] = round(see/2);
        }
    }
    for (k = 0; k < SUB; k++){
        totMark[k] = cieMark[k] + seeMark[k];
        printf("for subject %d grade is:\n",k+1);
        if(totMark[k] >= 90){
            printf("S\n");
```

week2b.c > main()

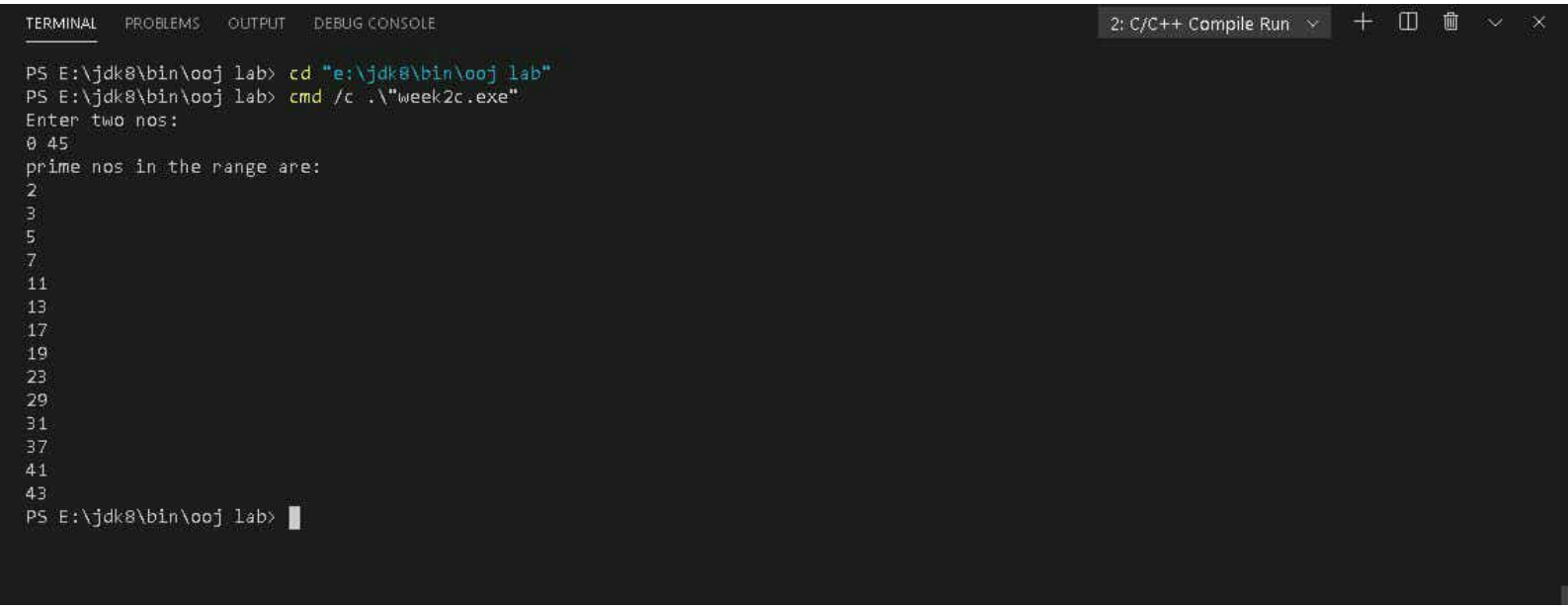
```c
        }
    }
    for (k = 0; k < SUB; k++){
        totMark[k] = cieMark[k] + seeMark[k];
        printf("for subject %d grade is:\n",k+1);
        if(totMark[k] >= 90){
            printf("S\n");
        }
        else if (totMark[k] >= 80){
            printf("A\n");
        }
        else 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");
        }

    }

}
```

Ln 18, Col 32 Spaces: 4 UTF-8 CRLF C Go Live Win32


TERMINAL
PROBLEMS
OUTPUT
DEBUG CONSOLE
2: C/C++ Compile Run
PS E:\jdk8\bin\ooj lab> cd "e:\jdk8\bin\ooj lab"
PS E:\jdk8\bin\ooj lab> cmd /c .\"week2b.exe"
Enter cie marks out of 50:
sub1:45
sub2:34
sub3:56
enter marks for 50
sub3:45
sub4:21
sub5:36
sub6:50
Enter see marks out of 100:
sub1:89
sub2:43
sub3:49
sub4:10
sub5:78
sub6:69
for subject 1 grade is:
S
for subject 2 grade is:
B
for subject 3 grade is:
B
for subject 4 grade is:
F
for subject 5 grade is:
B
for subject 6 grade is:
A
PS E:\jdk8\bin\ooj lab>

week2c.c > main()

```c
#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 this 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");
        }
        }
}
```

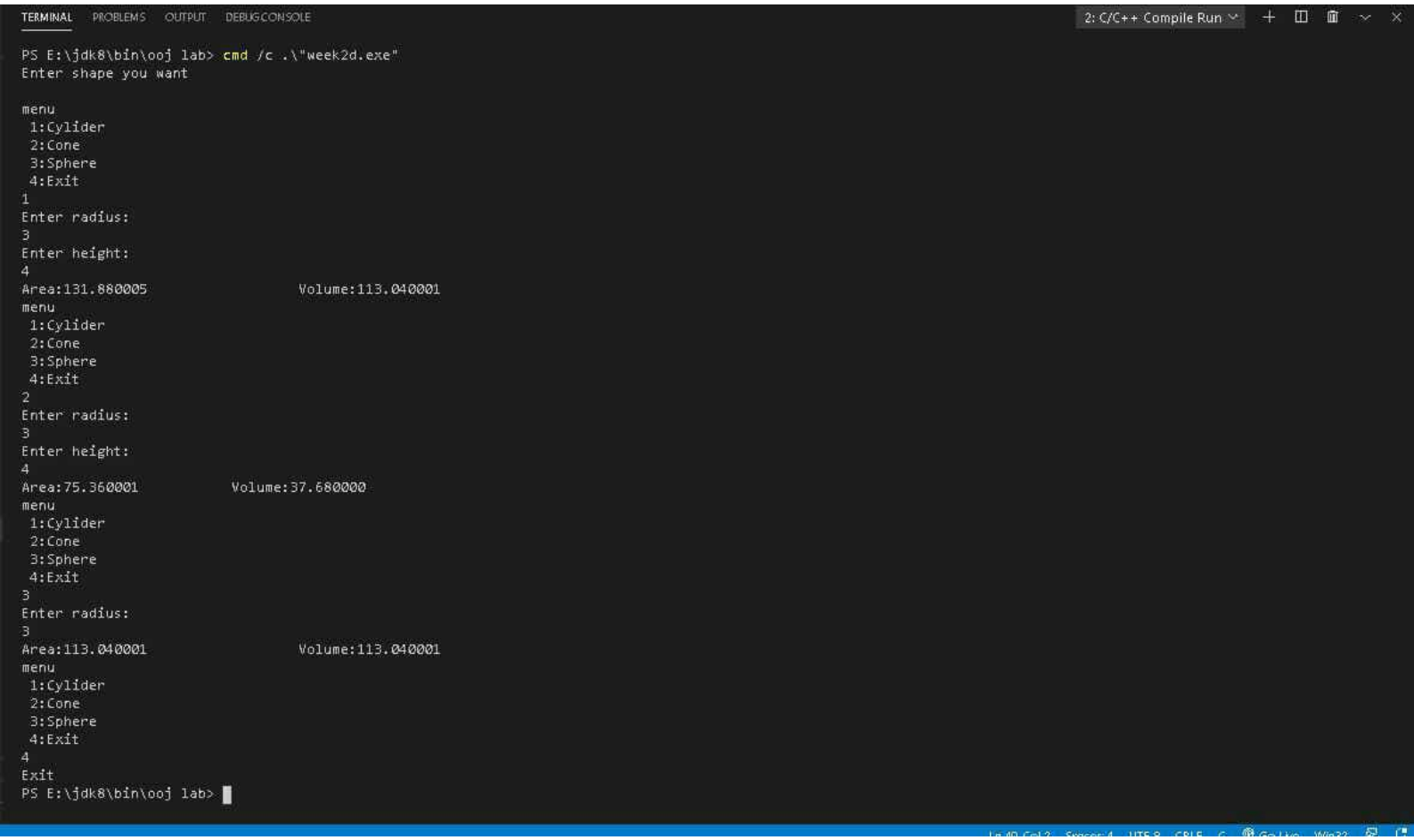

TERMINAL
PROBLEMS
OUTPUT
DEBUG CONSOLE
2: C/C++ Compile Run
PS E:\jdk8\bin\ooj lab> cd "e:\jdk8\bin\ooj lab"
PS E:\jdk8\bin\ooj lab> cmd /c .\"week2c.exe"
Enter two nos:
0 45
prime nos in the range are:
2
3
5
7
11
13
17
19
23
29
31
37
41
43
PS E:\jdk8\bin\ooj lab>

week2d.c > main()

```c
#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("\nmenu\n 1:Cylider\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));
            volume = pi * pow(r, 2) * h;
            printf("Area:%f \t\t Volume:%f", area, volume);
            break;
        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);
```

week2d.c > main()

```c
            area = (2 * pi * r * h) + (2 * pi * pow(r, 2));
            volume = pi * pow(r, 2) * h;
            printf("Area:%f \t\t Volume:%f", area, volume);
            break;
        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;
        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;
}
```


TERMINAL
PROBLEMS
OUTPUT
DEBUG CONSOLE
2: C/C++ Compile Run
PS E:\jdk8\bin\ooj lab> cmd /c .\"week2d.exe"
Enter shape you want
menu
1:Cylider
2:Cone
3:Sphere
4:Exit
1
Enter radius:
3
Enter height:
4
Area:131.880005 Volume:113.040001
menu
1:Cylider
2:Cone
3:Sphere
4:Exit
2
Enter radius:
3
Enter height:
4
Area:75.360001 Volume:37.680000
menu
1:Cylider
2:Cone
3:Sphere
4:Exit
3
Enter radius:
3
Area:113.040001 Volume:113.040001
menu
1:Cylider
2:Cone
3:Sphere
4:Exit
4
Exit
PS E:\jdk8\bin\ooj lab>