**1.**

#include<stdio.h>

void main()

{

int x, y, sum = 0;

printf("please enter numbers:\n");

scanf\_s("%i", &x);

while (x != 0) {

sum = sum + x;

scanf\_s("%i", &x);

}

printf("the sum is:%i\n", sum);

}

**2.**

#include<stdio.h>

void main()

{

int x, y, sum = 0;

printf("please enter numbers:\n");

scanf\_s("%i", &x);

while (x != 0) {

sum = sum + x % 10;

x = x / 10;

}

printf("%i", sum);

}

**3.**

#include<stdio.h>

void main()

{

int x, y, sum = 0;

printf("please enter numbers:\n");

scanf\_s("%i", &x);

while (x != 0) {

if (x % 2 == 0) {

sum = sum + x;

}

scanf\_s("%i", &x);

}

printf("the sum is:%i\n", sum);

}

**4.**

#include<stdio.h>

void main()

{

int x, y, z;

printf("please enter number:\n");

scanf\_s("%i", &x);

printf("please enter number:\n");

scanf\_s("%i", &y);

while (x != 0) {

if (x % 10 == y % 10) {

printf("%i ", x % 10);

}

x = x / 10;

y = y / 10;

}

}

**5.**

#include<stdio.h>

void main()

{

int x, y, z = 0;

printf("please enter number:\n");

scanf\_s("%i", &x);

while (x != 0) {

if (x % 10 % 2 == 0) {

z = 1;

}

x = x / 10;

}

if (z == 1) {

printf("yes");

}

else {

printf("no");

}

}

**6.**

#include<stdio.h>

void main()

{

int x, y, z = 0, counter = 0;

printf("please enter number and a digit:\n");

scanf\_s("%i", &x);

scanf\_s("%i", &y);

while (x != 0) {

if (x % 10 == y) {

counter ++;

}

x = x / 10;

}

printf("the digit is %i times in the number", counter);

}

**7.**

#include<stdio.h>

void main()

{

int x, y, z = 100000000000000;

printf("please enter numbers:\n");

scanf\_s("%i", &x);

while (x != 0) {

if (x % 2 == 0) {

if(x<z){

z = x;

y = x;

}

}

scanf\_s("%i", &x);

}

printf("the smallest even number is %i", y);

}

**8.**

#include<stdio.h>

void main()

{

int x, y, counter = 0;

printf("please enter numbers:\n");

scanf\_s("%i", &x);

while (x != 0) {

if (x % 2 != 0) {

counter++;

}

scanf\_s("%i", &x);

}

printf("you have entered %i uneven numbers", counter);

}