**1)**

#include<stdio.h>

float area(float x);

int main()

{

float r;

printf("please enter the radius of the circle \n");

scanf("%f",&r);

printf("area of the circle is %f",area(r));

return 0;

}

float area(float x)

{

return (3.14\*x\*x);

}

**2)**

#include<stdio.h>

float si(float x,float y, float z);

int main()

{

float p,t,r;

printf("enter the Principal,Time,Rate\n");

scanf("%f%f%f",&p,&t,&r);

printf("the simple intrest is %f",si(p,t,r));

return 0;

}

float si(float x,float y,float z)

{

return ((x\*y\*z)/100);

}

**3)**

#include<stdio.h>

int check(int x);

int main()

{

int n,s;

printf("enter any number \n");

scanf("%d",&n);

s=check(n);

if(s==1)

printf("the number is even\n");

else

printf("the number is odd\n");

return 0;

}

int check(int x)

{

if(x%2==0)

return 1;

else

return 0;

}

**4)**

#include<stdio.h>

void a(int x);

int main()

{

int n;

printf("enter any number \n");

scanf("%d",&n);

a(n);

return 0;

}

void a(int x)

{

for(int i=1;i<=x;i++)

{

printf("%d ",i);

}

}

**5)**

#include<stdio.h>

void a(int x);

int main()

{

int n;

printf("enter a number \n");

scanf("%d",&n);

a(n);

return 0;

}

void a(int x)

{

for(int i=1;i<=x;i++)

{

printf("%d ",2\*i-1);

}

}

**6)**

#include<stdio.h>

int fact(int x);

int main()

{

int n;

printf("enter any number\n");

scanf("%d",&n);

printf("factorial of %d is %d",n,fact(n));

return 0;

}

int fact(int x)

{

int p=1;

for(int i=1;i<=x;i++)

{

p=p\*i;

}

return p;

}

**7)**

#include<stdio.h>

int comb(int x,int y);

int main()

{

int n,r;

printf("enter a number \n");

scanf("%d",&n);

printf("the number selected at a time\n");

scanf("%d",&r);

printf("number of combination is %d",comb(n,r));

return 0;

}

int comb(int x,int y)

{

int p=1;

int i;

for(i=1;i<=x;i++)

{

p=p\*i;

}

int a=p;

p=1;

for(i=1;i<=y;i++)

{

p=p\*i;

}

int b=p;

p=1;

for(i=1;i<=(x-y);i++)

{

p=p\*i;

}

int c=p;

return (a/(b\*c));

}

**8)**

#include<stdio.h>

int arr(int x,int y);

int main()

{

int n,r;

printf("enter a number \n");

scanf("%d",&n);

printf("enter the number selected at a time\n");

scanf("%d",&r);

printf("the number of arrangement is %d",arr(n,r));

return 0;

}

int arr(int x , int y)

{

int i,p=1;

for(i=1;i<=x;i++)

{

p=p\*i;

}

int a=p;

p=1;

for(i=1;i<=(x-y);i++)

{

p=p\*i;

}

int b=p;

return (a/b);

}

**9)**

#include<stdio.h>

int a(int x,int y);

int main()

{

int n,r,s;

printf("enter a number\n");

scanf("%d",&n);

printf("enter the digit\n");

scanf("%d",&r);

s=a(n,r);

if(s==1)

printf("digit is present in the given number\n");

else

printf("digit is not present in the given number ");

return 0;

}

int a(int x ,int y)

{

int flag=0,v;

while (x>0)

{

v=x%10;

if(v==y)

{

flag=1;

break; //if we not put break here then flag will again assigned zero.

}

x=x/10;

}

if(flag==1)

return 1;

else

return 0;

}

**10)**

#include<stdio.h>

void pf(int x);

int main()

{

int n;

printf("enter a number\n");

scanf("%d",&n);

pf(n);

return 0;

}

void pf(int x)

{

int a,i=2;

while(x!=1)

{

if(x%i==0)

{

x=x/i;

printf("%d ",i);

}

else

i++;

}

}