1. WAP for printing all natural numbers till 20.

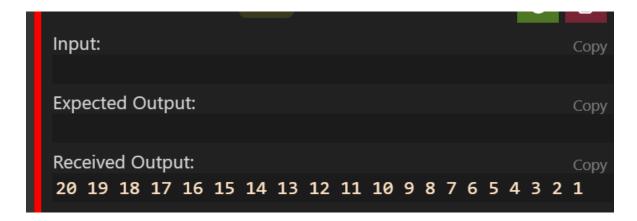
```
      Input:
      Copy

      Expected Output:
      Copy

      Received Output:
      Copy

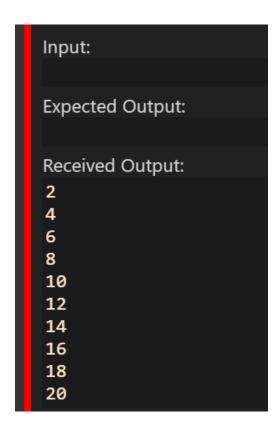
      1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
```

2. WAP for printing all natural numbers in reverse order starting from 20.



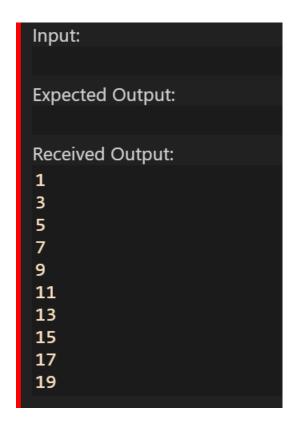
3. WAP for printing all even numbers from 1 to 20.

return 0



4. WAP for printing all odd numbers from 1 to 20.

```
#include <iostream>
using namespace std;
int main()
{
    for (int i = 1; i <= 20; i++) {
        if (i % 2 != 0) {
            cout << i << end1;
        }
    }
    return 0;
}</pre>
```



5. WAP for adding all numbers from 1 to 20.

```
#include <iostream>
using namespace std;
int main()
{
   int sum = 0;
   for (int i = 1; i <= 20; i++)
   {
       sum = sum + i;
   }
   cout << sum << endl;
   return 0;
}</pre>
```



6. WAP for finding sum of all even numbers till 20.

```
int main()
{
    int sum = 0;
    for (int i = 1; i <= 20; i++)
    {
        if (i % 2 == 0)
        {
            sum = sum + i;
        }
    }
    cout << sum;
    return 0;
}</pre>
```

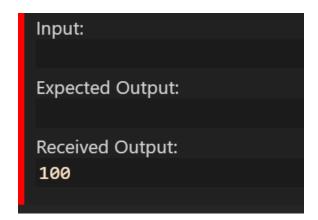
```
Input:

Expected Output:

Received Output:

110
```

7. WAP for finding sum of all odd numbers till 20.



8. WAP for printing multiplication table of a number. For eg. Display should be "2 X 1 = 2"

```
#include <iostream>
using namespace std;
int main()
{
    int num:
```

```
cin >> num;
for (int i = 1; i <= 10; i++)
{
    cout << num << "x" << i << "=" << num * i << endl;
}
    return 0;
}</pre>
```

```
Expected Output:

Received Output:

2x1=2
2x2=4
2x3=6
2x4=8
2x5=10
2x6=12
2x7=14
2x8=16
2x9=18
2x10=20
```

9. WAP to calculate factorial of a number.

```
#include <iostream>
using namespace std;
int main()
{
   int num;
   cin >> num;
   int fact = 1;
   for (int i = 1; i <= num; i++)
   {
      fact = fact * i;
   }
   cout << fact << endl;
   return 0;
}</pre>
```

```
Input:
5
Expected Output:
Received Output:
120
```

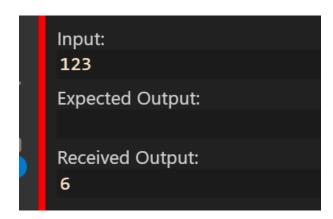
10. WAP to check whether a number is prime or not.

```
int n;
cin >> n;
if (isPrime(n))
```

```
Input:
5
Expected Output:
Received Output:
prime number
```

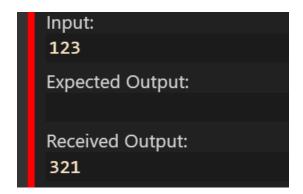
11. WAP to print all digits of a number and their sum.

```
#include <iostream>
12. #include <iostream>
13. using namespace std;
14. int main()
15. {
16. int n;
17. cin >> n;
18. int sum = 0;
19. while (n > 0)
20. {
21. int lastDigit = n % 10;
22. sum = sum + lastDigit;
23. n = n / 10;
24. }
25. cout << sum;
26. return 0.
```



12. WAP to print reverse of a number.

```
#include <iostream>
using namespace std;
int main()
{
   int r;
   cin >> n;
   int reverseNum = 0;
   while (n > 0)
   {
      int lastDigit = n % 10;
        reverseNum = reverseNum * 10 + lastDigit;
        n = n / 10;
   }
   cout << reverseNum;
   return 0;
}</pre>
```



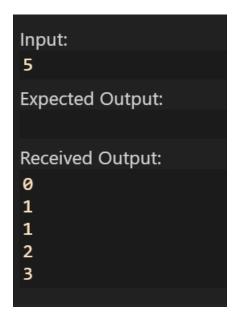
13. WAP to check whether the number is Armstrong or not.

```
cout << "armstrong No";
}
else
{
    cout << "not a armstrong no";
}
return 0;
}</pre>
```

```
Input:
153
Expected Output:
Received Output:
armstrong No
```

14. WAP to print the Fibonacci series in a given range.

```
#include <iostream>
using namespace std;
int main()
{
    int n;
        cin >> n;
        int fib[n + 1];
        fib[0] = 0;
        fib[1] = 1;
        for (int i = 2; i <= n; i++)
        {
            fib[i] = fib[i - 1] + fib[i - 2];
        }
        for (int i = 0; i < n; i++)
        {
            cout << fib[i] << endl;
        }
        return 0;
}</pre>
```



15. WAP to check whether the number entered is palindrome or not.

```
#include <iostream>
using namespace std;
int main()
{
    int n;
        cin >> n;
        int originalNum = n;
        int reverseNum = 0;
    while (n > 0)
    {
            int lastDigit = n % 10;
                reverseNum = reverseNum * 10 + lastDigit;
                      n = n / 10;
            }
            if (originalNum == reverseNum)
            {
                  cout << "palindrome no";
            }
            else
            {
                  cout << "not a palindrome no";
            }
            return 0;
        }
}</pre>
```

