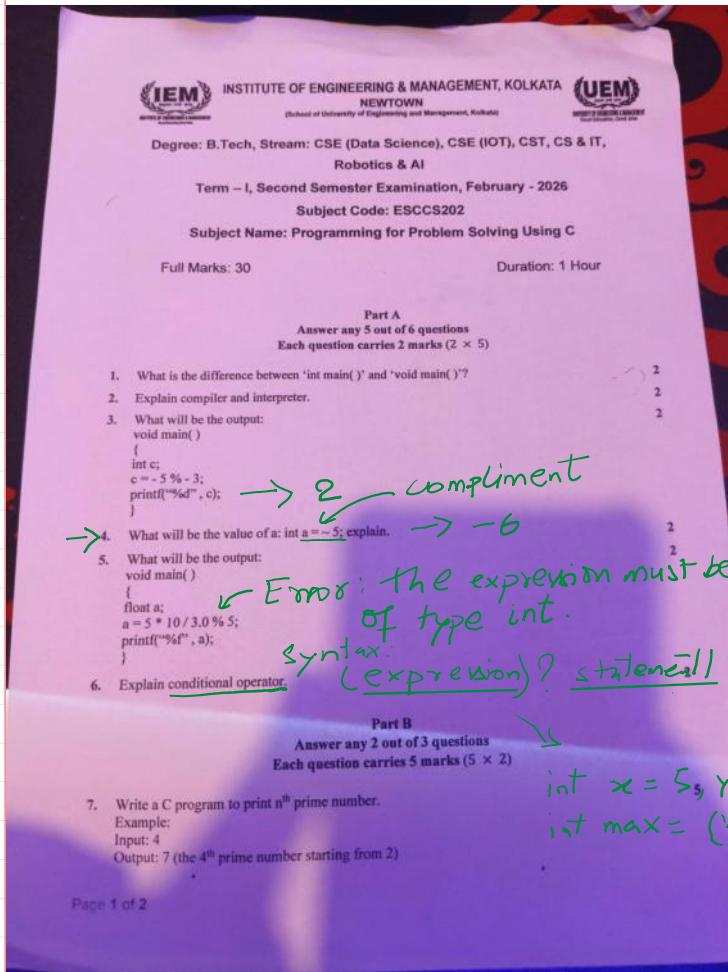


# Paper discussion

14 February 2026 20:08



0000000101

8	4	2	1
0	1	0	1
1	0	1	0

$$-8 + 2 = -6$$

$$\frac{50}{3} = 20.66$$

8. Write a C program to print sum of the digits till single digit output is achieved.  
 Example:  
 Input: 547  
 Output: 7 ( $5 + 4 + 7 = 16$ ,..... now  $1 + 6 = 7$ )
9. Write a C program to check given number is palindrome or not, if it is a palindrome then print sum of even digits present in the given number else return -1.  
 Example:  
 Input: 12121  
 Output: 4 (12121 is a palindrome so even digits are 2, 2. So output =  $2 + 2 = 4$ )

**Part C**  
**Answer any 1 out of 2 questions**  
**Each question carries 10 marks ( $10 \times 1$ )**

10. Write a C program to print the following pattern.

```
*
 ***
 ****
 *****
```

11. Write a C program to print  $n^{\text{th}}$  term of following series.  
 Series: 2, 1, 3, 1, 5, 2, 7, 3, 11, 5, 13, 8, 17, 13.....  
 Constraints:  $1 < n < 100$   
 Example:  
 Input: 6  
 Output: 2 (the 6<sup>th</sup> term of the given series is 2)

-End-

} home work. → next class: functions

```
#include<stdio.h>
#include<math.h>
int main(int argc, char const *argv[])
{
    int n, d, start = 1, isPrime = 0, count = 0;
    printf("Enter nth value in positive integer: ");
    scanf("%d", &n);
    while(n > 0){
        isPrime = 123; // Initial value
        start++;
        for(d = 2; d <= sqrt(start); d++){
            if(start % d == 0){
                isPrime = 0;
                break;
            }
        }
        if(isPrime){
            n--;
            count++;
        }
    }
    printf("\n%d the %d th prime number from 2", start, count);
    return 0;
}
```

Handwritten annotations and calculations:

- A large green oval encloses the entire loop structure starting from the first `while` loop.
- Inside the oval, a circled "123" is labeled "isPrime = 123".
- Inside the oval, a circled "2" is labeled "start = 2".
- Inside the oval, a circled "sqrt(2)" is labeled "d = sqrt(2)".
- Inside the oval, a circled "false" is labeled "if start % d == 0".
- Inside the oval, a circled "0" is labeled "isPrime = 0".
- Inside the oval, a circled "break;" is labeled "break;".
- Inside the oval, a circled "1" is labeled "1 X P".
- Inside the oval, a circled "0" is labeled "if isPrime".
- Inside the oval, a circled "1" is labeled "n--".
- Inside the oval, a circled "1" is labeled "count++".
- Outside the oval, a circled "0" is labeled "0".
- Handwritten notes to the right of the code area:
  - $n = 82 \cancel{2} \cancel{0} 0$
  - $isPrime = \cancel{0} \cancel{X} \cancel{X} \cancel{X} \cancel{1}$
  - $start = \cancel{1} \cancel{2} \cancel{3} \cancel{4} \cancel{5}$
  - $count = \cancel{0} \cancel{1} \cancel{2} \cancel{3}$
  - $d = \cancel{2} \cancel{3} \cancel{4} \cancel{5} \cancel{6}$
- At the bottom, handwritten text says "5 the 3th prime number from 2".

```

    printf("\n%d the %d th prime number from 2", start, count);
    return 0;
}

```

5 the 3<sup>th</sup> prime number from 2

```

#include<stdio.h>
#include<math.h>
int main(int argc, char const *argv[])
{
    int n, d, start = 1, isPrime = 0, count = 0;
    printf("Enter nth value in positive integer: ");
    scanf("%d", &n);
    while(n > 0){
        isPrime = 1;
        start++;
        for(d = 2; d <= sqrt(start); d++){
            if(start % d == 0){
                isPrime = 0;
                break;
            }
        }
        if (isPrime){
            n--;
            count++;
        }
    }
    printf("\n%d (the %d th prime number from 2)", start, count);
    return 0;
}

```

```

#include<stdio.h>
int main(int argc, char const *argv[])
{
    int n, t, rev = 0, sed = 0;
    printf("Enter any int value: ");
    scanf("%d", &n);
    t = n;
    for(; t > 0; rev = rev * 10 + t % 10, t /= 10)
        if(rev == n){
            for(; rev > 0; rev /= 10){
                if((rev % 10) % 2 == 0){
                    sed += rev % 10;
                }
            }
            printf("\n%d", sed);
        }
        else{
            printf("-1");
        }
    return 0;
}

```

*optional*

*for(①; ②; ③)*

$n = \underline{1} \underline{3} \underline{3} \underline{1}$   
 $t = \underline{1} \underline{3} \underline{3} \underline{1} \underline{3} \underline{3} \underline{1} \underline{0}$   
 $\text{rev} = \underline{0} \underline{1} \underline{1} \underline{3} \underline{1} \underline{3} \underline{3} \underline{1} \underline{3} \underline{1} \underline{0}$   
 $\text{sed} = 0$   
 $\text{output: } \emptyset$

$n = \underline{1} \underline{2} \underline{1} \underline{2} \underline{1}$   
 $t = \underline{1} \underline{2} \underline{1} \underline{2} \underline{1}$   
 $\text{rev} = \emptyset$   
 $\text{sed} = 0$

*snake loop*

$\text{head}$        $\text{tail}$   
 $\text{for}(\boxed{1}; \boxed{2}; \boxed{3})$

*There may be sub parts separated by commas.*

```

    return 0;
}
for(①; ②; ③)
    optional
    if condition is not specified,
        by default it is true, the loop
        will become infinite.

```

Output:

```

Enter any int value: 1331
0

```

```

Enter any int value: 12121
4

```

```

#include<stdio.h>
int main(int argc, char const *argv[])
{
    int n = 4, i, j;
    //upper triangle
    for(i = 0; i < n; i++){
        //loop for printing spaces
        for(j = 0; j < n - i; j++){
            printf(" ");
        }
        //loop for printing astrisks
        for(j = 1; j <= i*2+1; j++){
            printf("* ");
        }
        printf("\n");
    }
    //lower triangle
    for(i = 1; i < n; i++){
        //loop for space
        for(j = 0; j <= i; j++){
            printf(" ");
        }
        //loop for asterisk
        for(j = 1; j <= (n-i-1)*2 + 1; j++){
            printf("* ");
        }
        printf("\n");
    }
    return 0;
}

```

Output:

```

*
* *
* * *
* * * * *
* * * * *
* * *
*

```