

Monton, Sean Paul M.

BSCS 1-1

Computer Programming 1 – Activity 8 (Multiplication Table Generator)

Output

```
Enter a number to generate its multiplication table: 5
Up to what number should the table go? -10

Please enter positive integers only.

Up to what number should the table go? -5

Please enter positive integers only.

Up to what number should the table go? 0

Please enter positive integers only.

Up to what number should the table go? 10

5 x 1 = 5
5 x 2 = 10
5 x 3 = 15
5 x 4 = 20
5 x 5 = 25
5 x 6 = 30
5 x 7 = 35
5 x 8 = 40
5 x 9 = 45
5 x 10 = 50
```

Enter a number to generate its multiplication table: 5
Up to what number should the table go? 10

5 x 1 = 5
5 x 2 = 10
5 x 3 = 15
5 x 4 = 20
5 x 5 = 25
5 x 6 = 30
5 x 7 = 35
5 x 8 = 40
5 x 9 = 45
5 x 10 = 50

Enter a number to generate its multiplication table: 10
Up to what number should the table go? 10

10 x 1 = 10
10 x 2 = 20
10 x 3 = 30
10 x 4 = 40
10 x 5 = 50
10 x 6 = 60
10 x 7 = 70
10 x 8 = 80
10 x 9 = 90
10 x 10 = 100

Source Code

```
#include <stdio.h>

int main() {
    int num, table;

    do {
        printf("Enter a number to generate its multiplication table: ");
        scanf("%d", &num);

        if(num <= 0)
            printf("\nPlease enter positive integers only.\n\n");
    } while(num <= 0);
```

```
do {
    printf("Up to what number should the table go? ");
    scanf("%d", &table);

    if(table <= 0)
        printf("\nPlease enter positive integers only.\n\n");
} while(table <= 0);

printf("\n");

for(int i = 1; i <= table; i++) {
    printf("%d x %d = %d\n", num, i, num * i);
}

return 0;
}
```