

# CSB Lab-4

**Q1)** Write a program to compute grade of students using if else ladder.

```
#include<stdio.h>
int main(){
    int marks;
    printf("Enter the marks obtained: ");
    scanf("%d", &marks);

    if(marks>=90 && marks<=100) {printf("Grade : A+");}
    else if(marks>=80 && marks<90) {printf("Grade : A");}
    else if(marks>=70 && marks<80) {printf("Grade : B+");}
    else if(marks>=60 && marks<70) {printf("Grade : B");}
    else if(marks>=50 && marks<60) {printf("Grade : C");}
    else if(marks<50) {printf("Grade : F");}
    else {printf("Invalid Input.");}
}
```

**Q2)** Write a program to check whether the entered year is leap year or not.

```
#include<stdio.h>
int main(){
    int year;
    printf("Enter the Year: ");
    scanf("%d", &year);
```

```
if (year%4==0)
{printf("%d is a Leap Year.", year);}
else {printf("%d is not a Leap Year.", year);}
}
```

PROBLEMS	OUTPUT	TERMINAL	DEBUG CONSOLE
<pre>PS G:\Nitin\Code Blocks\Calm&gt; gcc Leap.c PS G:\Nitin\Code Blocks\Calm&gt; .\a.exe Enter the Year: 3272 3272 is a Leap Year. PS G:\Nitin\Code Blocks\Calm&gt; .\a.exe Enter the Year: 481 481 is not a Leap Year. PS G:\Nitin\Code Blocks\Calm&gt; </pre>			

**Q3)** Write a program to display the following patterns.

```
#include<stdio.h>

int main()
{
    for (int i = 1; i<6; i++)
    {
        for (int j = 1; j<i+1; j++)
        {printf("* ");}
        printf("\n");
    }
    printf("\n\n");
    for (int i = 1; i<6; i++)
    {
        for (int j = 6-i; j>0; j--)
        {printf("* ");}
        printf("\n");
    }
}
```

```
PROBLEMS    OUTPUT    TERMINAL    DEBUG CONSOLE

PS G:\Witin\Code Blocks\Calm> gcc Pattern1.c
PS G:\Witin\Code Blocks\Calm> .\a.exe

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

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

```
#include<stdio.h>
int main(){
    for (int i = 1; i<6; i++){
        for (int j = 1; j<i; j++)
            {printf(" ");}
        for (int k = 2*(6-i)-1; k>0; k--)
            {printf("*");}
        printf("\n");
    }
    printf("\n\n");
    for (int i = 1; i<6; i++){
        for (int j = 6-i; j>1; j--)
            {printf(" ");}
        for (int k = 1; k<2*i; k++)
            {printf("*");}
        printf("\n");
    }
}
```

```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
PS G:\Nitin\Code Blocks\Calm> gcc Pattern2.c
PS G:\Nitin\Code Blocks\Calm> .\a.exe
*****
*****
*****
***
*

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

```
#include<stdio.h>
int main()
{
    for (int i = 1; i<6; i++){
        for (int j = 1; j<i+1; j++)
            {printf("%d ", i);}
        printf("\n");}
    printf("\n\n");
    for (int i = 1; i<7; i++){
        for (int j = 1; j<i; j++)
            {printf(" ");}
        int o = 1;
        for (int k = 7-i; k>0; k--){
            printf("%c ", 64+o);
            o++;}
        printf("\n");}
}
```

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

PS G:\Witin\Code Blocks\Calm> gcc Pattern3.c
PS G:\Witin\Code Blocks\Calm> .\a.exe

1
2 2
3 3 3
4 4 4 4
5 5 5 5 5

A B C D E F
A B C D E
A B C D
A B C
A B
A
```

```
#include<stdio.h>
int main()
{
    for (int i = 1; i<4; i++)
    {
        for(int j = 2*i-1; j>0; j--)
        {printf("%d", 2*i-j);}
        printf("\n");
    }
    for (int i = 2; i>0; i--)
    {
        for(int j = 2*i-1; j>0; j--)
        {printf("%d", 2*i-j);}
        printf("\n");
    }
}
```

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

PS G:\Witin\Code Blocks\Calm> gcc Pattern4.c
PS G:\Witin\Code Blocks\Calm> .\a.exe

1
123
12345
123
1
```

```

#include<stdio.h>
int main(){
    for (int i = 1; i<5; i++){
        for(int j = 5-i; j>0; j--){
            printf("*");
        }
        for(int k = 2*i-3; k>0; k--){
            printf(" ");
        }
        for(int j = 5-i; j>0; j--){
            printf("*");
        }
        printf("\n");
    }

    printf("\n\n*****\n");
    for (int i = 1; i<5; i++){
        for (int j = 5-i; j>0; j--){
            printf(" ");
        }
        printf("*\n");
    }
    printf("*****");
}

```

```

PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE
PS G:\Nitin\Code Blocks\Calm> gcc Pattern5.c
PS G:\Nitin\Code Blocks\Calm> ./a.exe
*****
***  ***
**   **
*    *

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

```