1. WAP to check whether the number is Armstrong Number or not. Examples: 153, 370, 371, 407, 1634, 8208, etc. *Hint*:  $1^3+5^3+3^3=153$ ,  $1^4+6^4+3^4+4^4=1634$ 

## **Program Code**

```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main(){
  int n, originalNumber, digitLength = 0, remainder, result = 0;
  clrscr();
  printf("\nEnter Number: ");
  scanf("%d", &n);
  originalNumber = n;
  while (n != 0)
       n = 10;
       ++digitLength;
  n=originalNumber;
  while (original Number != 0)
       remainder = originalNumber% 10;
       result += pow(remainder, digitLength);
       originalNumber /= 10;
  }
  if(result == n)
       printf("%d is an Armstrong Number.",n);
  }else{
       printf("%d is not an Armstrong Number.",n);
  }
  getch();
```

## Output

```
DOSBox 0.74, Cpu speed: max 100%

Enter Number: 153
153 is an Armstrong Number.
Enter Number:1634
1634 is an Armstrong Number.
Enter Number: 8888
8888 is not an Armstrong Number.
```

Task: WAP to generate series of Armstrong Numbers less than n which is input by user.

2. WAP to check 3-digit Armstrong Number.

```
Program Code:
#include<stdio.h>
#include<conio.h>
void main(){
       int number, originalNumber, remainder, result = 0;
       clrscr();
  printf("Enter a three digit integer: ");
  scanf("%d", &number);
  originalNumber = number;
  while (originalNumber != 0){
       remainder = originalNumber% 10;
       result += remainder*remainder;
       originalNumber /= 10;
  }
  if(result == number){
    printf("%d is an Armstrong number." ,number);
  }else{
    printf("%d is not an Armstrong number." ,number);
   }
  getch();
}
Output:
      DOSBox 0.74, Cpu speed: max 100%
 Enter a three digit integer: 153
 153 is an Armstrong number.
```

Task: WAP to check 5-digit number which is Armstrong Numbers or not.