```
Assignment - 5
    # include < stdio.h>
    int main ()
        int mi
       ponint f (" Enter no?").

Scanf (" 1. 2" &x);

foor (i=1; i=n; i++)
             ponint ("In hello").
        return o
2) # include est dio. h>
   int main
       penint f ("Enter no.");
scan f (", d", ln);
fog (i=1; i = n; i++)
            pgintf (66/ny.8", i);
        returno.
```

int #; paint f(*Enten no."); scanf (**./. # 1. i); france (**./. # 1. i); france (**./. # 1. i); france (**./. # 1. i); paint f(**. * i.	paint f (6 Enten no.7); scanf (6 Enten no.7); fon (i=x; i>a=la; i'd (i-x,2=0)	
int 1/2 int 1/2 internet no."); scant (""	Brint f (66 Enten no.7);	
int n; comint ("senter no"); scant ("", 2" ("), 2" (print f (6 Enten no.7);	
int mi; posint f(*senton no."); scanf(**, enton no."); scanf(**, enton no."); posint f(*senton no."); scanf(**, enton no."); posint f(*senton no."); posint f(*senton no."); posint f(*senton no."); seturn 0; posint f(*senton no."); scanf(**, enton no."); scanf(**, enton no."); scanf(**, enton no."); scanf(**, enton no."); posint f(*senton no."); scanf(**, enton no."); sca		
int y; paint { (*enten no."); scanf (*d", & y); paint f (*enten no."); scanf (*d", & y); paint f (*enten no."); paint f (*enten no."); paint f (*enten no."); scanf (*d", & y); paint f (*enten no."); scanf (*d", & y); for (:-1; :-= o); paint f (*enten no."); scanf (*d", & y); for (:-1; :-= o); paint f (*enten no."); scanf (*enten no."); scan		
int y, i; posint f (* Enter no."); scant (* 1, d * 6 d); for (i=1; i=1; i=-); for (i=1; i=1); posint f (* In 1.2"; i); posint f (* In 1.2"; i=0); posint f (* In 1.2"; i=1); posint f (* In 1.2"; i=1)	o detuno;	3
int y; paint f (* snton no."); scant (* 1, 2, 2, 1, 1); for (= 1; i > 1; i -); paint f (* snton no."); scant (* 1, 2, 2, 1, 1); paint f (* snton no."); scant (* 1, 1, 2, 1, 1); paint (* snton no."); scant (* 1, 2, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant (* 1, 2, 2, 2, 2); paint (* snton no."); scant		Hetwer
int y, i; posint f("enter no."); scanf ("	Baint (*In-1.	MIT (- 101/10)
int 11; int 11	13 (1.1.2=0	(1.1.) == 0)
int n; paint f("Enter no."); scanf ("	for(i-1;i-nii+	
int y; paint f("senter no."); scant ("	1. 8 u. 8.1.	-1 . 1 C= M .
int 4; panint f("senter no."); scan f("	paint y. int y.	na ");
int y_i : $p_{\min} f(x_i) = p_{\min} f(x_i)$ $p_{\min} f(x_i) = p_$	6)	int wit
int y_i : $p_{\min} + f_{i}^{*}$ (setter p_{i}^{*});		
int y_i : $p_{mint} f(*enterno.");$ p_{mint	2 suction o	
int y_i : $p_{\min} + f(\text{``sinten no.''});$ $p_{\min} + f(``sinte$		etian D.
int y, i ; $panint f(\text{"senten no."});$ $scanf(\text{"}, 0, \text{"});$ $scanf(\text{"}, 0, \text{"});$ $fon(i=3, i>1, i-1);$ $fon(i=3, i>1; i)$	14 (L7. 2 = -	+ (a)
posint f ("Enter no."); scant (""." o" ("); scant (""." o" ("));		3: (3=1; 1)
paint 11. int	Scanf ("L. J")	scanf("1.2" (90);
int wi	panint f (66 Enter no.	10 + 6 6 n ton
	int 2	9 6

Scanned by TapScanner

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ponint ( ( b \ n 1. d * i = y. d ? , n, n a i );
  return 0;
int m,i (sum-0

pstint (60 Enter no.");

Scan f (60.1. dr?, & a);

for (i=1: i <=20; i++)

sum=sum+i

porint f (60 Sum is:12 00, sum);
```