

### Program 1: Check if a Number is Even

```
#include <stdio.h>

int main()
{
    int number;

    printf("Enter a number: ");
    scanf("%d", &number);

    // Check if the number is even
    if (number % 2 == 0)
    {
        printf("The number is even.\n");
    }

    return 0;
}
```

### Program 2: Check if a Number is Positive or Negative

```
#include <stdio.h>

int main()
{
    int number;

    // Input
    printf("Enter a number: ");
    scanf("%d", &number);

    // Check if the number is positive or negative
    if (number > 0)
    {
        printf("The number is positive.\n");
    }
}
```

```
    }  
    else  
    {  
        printf("The number is non-positive (zero or negative).\n");  
    }  
  
    return 0;  
}
```

### Program 3: Check if a Number is Positive , Negative or Zero

```
#include <stdio.h>  
  
int main()  
{  
    int number;  
    printf("Enter a number: ");  
    scanf("%d", &number);  
    // Check if the number is positive, negative, or zero  
    if (number > 0)  
    {  
        printf("The number is positive.\n");  
    }  
    else if (number < 0)  
    {  
        printf("The number is negative.\n");  
    }  
    else
```

```
    {  
        printf("The number is zero.\n");  
    }  
  
    return 0;  
}
```

### Program 5: Determine Grade based on Marks

```
#include <stdio.h>  
  
int main()  
{  
    int marks;  
    // Input  
    printf("Enter marks: ");  
    scanf("%d", &marks);  
    // Determine grade based on marks  
    if (marks >= 90)  
    {  
        printf("Grade: A\n");  
    }  
    else if (marks >= 80)  
    {  
        printf("Grade: B\n");  
    }  
    else if (marks >= 70)  
    {  
        printf("Grade: C\n");  
    }  
    else
```

```
{  
    printf("Grade: F (Fail)\n");  
}  
return 0;  
}
```