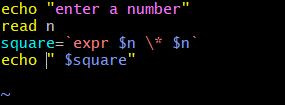
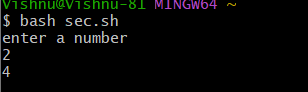
SHELL PROGRAMMING

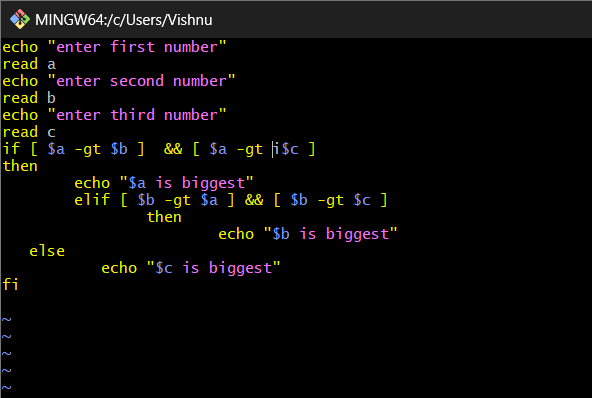
1.Read a number and find its square



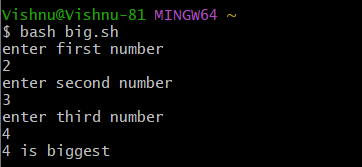
OUTPUT:



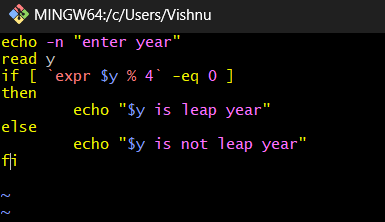
2.Find the biggest of three numbers



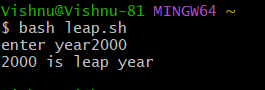
OUTPUT:



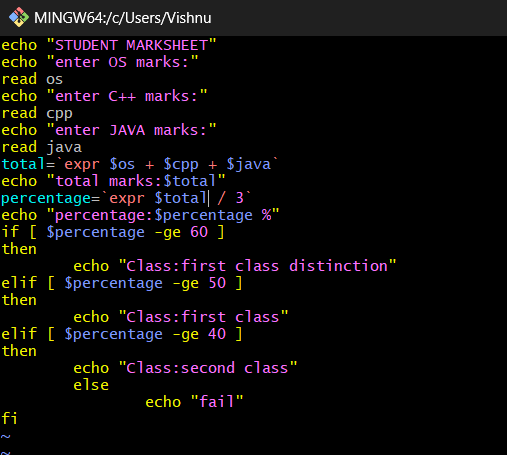
3.Leap year



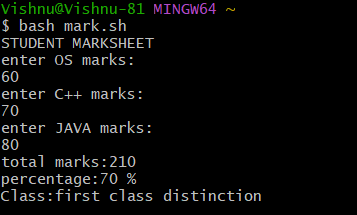
OUTPUT:



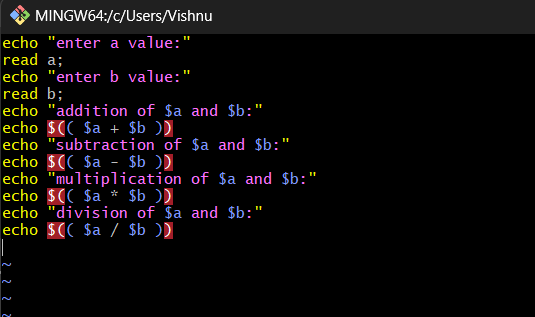
4.Marklist preparation



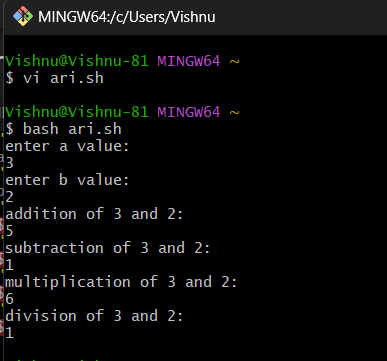
OUTPUT:



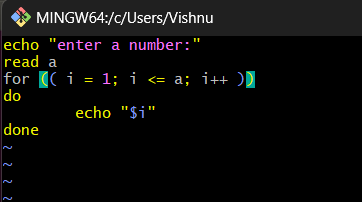
5.Arithmatic operations of two numbers



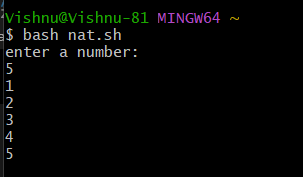
OUTPUT:



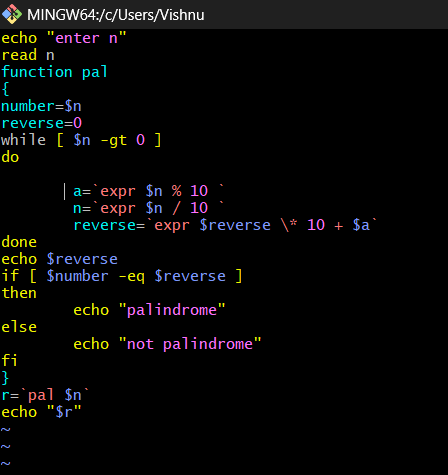
6.print n natural number



OUTPUT:



7.Palindrome or not



OUTPUT:

