program to print Armstrong Numbers from 1 to 100

Cognitive Levels
- Understand
- Apply — different C programming constructs to write the program
- Apply — loop controls to find out Armstrong number between 1 to 100

Objectives
- Describe
- Apply
- apply

Stimulation

Visuals
- Button
  - Stimulate — Next
  - Add 10 to no
- Animation
  - Line by line Execution of code
  - Every instance of Variables

Pathway
- understand
  - Input
  - Loops
  - Arithmetic operations
  - Output

Assessment
- Formative Assessment
- Pretest
- Post-test

Introduction
Aim
- Understand concept
- Understand problem
- Solution
Theory

Information
- Domain
  - Engineering
- Course
  - Programming for problem Solving
- Foucse
  - analyse the solution to the Problem
  - understand the Code impleamented

Strategy
- Recall Fundamentals
- Understand Problem
- Write Code
- Compare your solution with given Solution