Q.1 Write a program to print MySirG 5 times on the screen

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 0; i < 5; ++i)

printf("MySirG\n");

return 0;

}

Q.2 Write a program to print the first 10 natural numbers.

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 1; i <= 10; i++)

printf("%d ", i);

return 0;

}

Q.3 Write a program to print the first 10 natural numbers in reverse order

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 10; i >= 1; i--)

printf("%d ", i);

return 0;

}

Q.4 Write a program to print the first 10 odd natural numbers

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 1; i <= (10 \* 2); i+=2)

if (i % 2 != 0)

printf("%d ", i);

return 0;

}

Q.5 Write a program to print the first 10 odd natural numbers in reverse order.

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 19; i >= 1; i-=2)

if (i % 2 != 0)

printf("%d ", i);

return 0;

}

Q.6 Write a program to print the first 10 even natural numbers

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 2; i <= 10 \* 2; i+=2)

if (i % 2 == 0)

printf("%d ", i);

return 0;

}

Q.7 Write a program to print the first 10 even natural numbers in reverse order

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 10 \* 2; i >= 1; i-=2)

if (i % 2 == 0)

printf("%d ", i);

return 0;

}

Q.8 Write a program to print squares of the first 10 natural numbers

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 1; i <= 10; i++)

printf("Square of %d = %d\n", i, (i \* i));

return 0;

}

Q.9 Write a program to print cubes of the first 10 natural numbers

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 1; i <= 10; i++)

printf("Cube of %d = %d\n", i, (i \* i \* i));

return 0;

}

Q.10 Write a program to print a table of 5.\*/

#include <stdio.h>

int main(int argc, char \*argv[])

{

for (int i = 1; i <= 10; i++)

printf("%d \* %d = %d\n", 5, i,(5 \* i));

return 0;

}