#include<stdio.h>

int main() {

int num, rem, rev = 0;

printf("\nEnter any no to be reversed : ");

scanf("%d", &num);

while (num >= 1) {

rem = num % 10;

rev = rev \* 10 + rem;

num = num / 10;

}

printf("\nReversed Number : %d", rev);

return (0);

}

Program to convert temperature from degree centigrade to Fahrenheit

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13 | #include<stdio.h>    int main() {  float celsius, fahrenheit;    printf("\nEnter temp in Celsius : ");  scanf("%f", &celsius);    fahrenheit = (1.8 \* celsius) + 32;  printf("\nTemperature in Fahrenheit : %f ", fahrenheit);    return (0);  } |

**Output :**

|  |  |
| --- | --- |
| 1  2 | Enter temp in Celsius : 32  Temperature in Fahrenheit : 89.59998 |

Factorial using function

1. */\**
2. *\* C# Program to Create Sealed Class*
3. *\*/*
4. **using** System;
5. **sealed** **class** SealedClass
6. {
7. **public** **int** x;
8. **public** **int** y;
9. }
11. **class** SealedTest
12. {
13. **static** **void** Main()
14. {
15. SealedClass sc = new SealedClass();
16. sc.x = 100;
17. sc.y = 180;
18. Console.WriteLine("x = {0}, y = {1}", sc.x, sc.y);
19. Console.ReadLine();
20. }
21. }
22. *\* C# Program to Perform Unboxing Operation*
23. *\*/*
24. **using** System;
25. **class** sample
26. {
27. **int** data;
28. **void** insert(**object** x)
29. {
30. data = (**int**)x \* 5;
31. }
32. **object** delete()
33. {
34. data=0;
35. **return** (**object**)data;
36. }
37. **public** **static** **void** Main()
38. {
39. sample s = new sample();
40. s.insert(10);
41. Console.WriteLine("Data : {0}", s.data);
42. Console.WriteLine("Data : {0}", s.delete());
43. Console.ReadLine();
44. }
45. }

1. */\**
2. *\* C# Program to Display All the Prime Numbers Between 1 to 100*
3. *\*/*
4. **using** System;
5. **using** System.Collections.Generic;
6. **using** System.Linq;
7. **using** System.Text;
8. **namespace** PrimeNumber
9. {
10. **class** Program
11. {
12. **static** **void** Main(**string**[] args)
13. {
14. **bool** isPrime = **true**;
15. Console.WriteLine("Prime Numbers : ");
16. **for** (**int** i = 2; i <= 100; i++)
17. {
18. **for** (**int** j = 2; j <= 100; j++)
19. {
21. **if** (i != j && i % j == 0)
22. {
23. isPrime = **false**;
24. **break**;
25. }
27. }
28. **if** (isPrime)
29. {
30. Console.Write("**\t**" +i);
31. }
32. isPrime = **true**;
33. }
34. Console.ReadKey();
35. }
36. }
37. }
38. */\**
39. *\* C# Program to Display Numbers in the form of Triangle*
40. *\*/*
41. **using** System;
42. **class** Pascal
43. {
44. **public** **static** **void** Main()
45. {
46. **int**[,] arr = new **int**[8, 8];
47. **for** (**int** i = 0; i < 8; i++)
48. {
49. **for** (**int** k = 7; k > i; k--)
50. { *//For loop to print spaces*
51. Console.Write(" ");
52. }
54. **for** (**int** j = 0; j < i; j++)
55. {
56. **if** (j == 0 || i == j)
57. {
58. arr[i, j] = 1;
59. }
60. **else**
61. {
62. arr[i, j] = arr[i - 1, j] + arr[i - 1, j - 1];
63. }
64. Console.Write(arr[i, j] + " ");
65. }
66. Console.WriteLine();
68. }
69. Console.ReadLine();
70. }
71. }
72. */\**
73. *\* C# Program to Generate Random Numbers*
74. *\*/*
75. **using** System;
76. **class** Program
77. {
78. **static** **void** Main()
79. {
80. Console.WriteLine("Some Random Numbers that are generated are : ");
81. **for** (**int** i = 1; i < 10; i++)
82. {
83. Randfunc();
84. }
85. }
86. **static** Random r = new Random();
87. **static** **void** Randfunc()
88. {
89. **int** n = r.Next();
90. Console.WriteLine(n);
91. Console.ReadLine();
92. }
93. }

#include<stdio.h>

#include<conio.h>

int fact(int);

int main() {

   int factorial, num;

   printf("Enter the value of num :");

   scanf("%d", &num);

   factorial = fact(num);

   printf("Factorial is %d", factorial);

   return (0);

}

int fact(int n) {

   if (n == 0) {

      return (1);

   }

   return (n \* fact(n - 1));

}