Lab1

1. Draw the flowchart for a program that asks the user to enter the length of a rectangle sides then calculates the area and perimeter of the rectangle and displays the result on the screen.

2. Draw the flowchart for a program that asks the user to enter two numbers then calculates the sum of the two numbers and displays the result on the screen.

3. Draw the flowchart for a program that asks the user to enter three numbers then calculates the average of the numbers and displays the result on the screen.

4. Draw the flowchart for a program that asks the user to enter the student degree (0:100) then prints the student status succeeded when the degree >= 50 or failed when degree < 50.

5. Draw the flowchart for a program that calculates the division of two numbers x, y (x/y) and prints the result on the screen. Note the program should check if y = 0 and in this case prints undefined or error on the screen.

6. Draw the flowchart for a program to check if the input number is odd or even.

7. Draw the flowchart for a program to find the maximum number among a group of three integers.

8. Draw the flowchart for a program that asks the user to enter the room temperature and decides if it equal to or greater than or less than 25 degree and prints the result on screen.

9. Draw the flowchart for a program that find the sum of the first 50 natural numbers.

10. Draw the flowchart for a program that calculates the factorial of a given number x and displays the result on the screen.

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