

JAYPEE UNIVERSITY OF ENGINEERING & TECHNOLOGY,
GUNA
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
Computer Programming Lab (14B17CI171)
B.Tech. (CSE/ECE/MECH/CE/CHE) Semester-I

Lab Practice 9
Switch case

1. Consider a number is input through keyboard. If number is between 0 to 10 then square the number. If number is between 11 to 20 then cube the number and for all other conditions number will be as it is. WAP for the same. Without using if statement.
2. Consider an integer is input through keyboard. If character is 1 then perform addition of two numbers, if 2 then perform subtraction of two numbers and for all others perform multiplication of two numbers. WAP for the same.
3. Write a menu driven program using (switch-case) which has following options:
 - 1) Factorial of a number.
 - 2) Prime or not
 - 3) Odd or even
 - 4) Exit
4. Write a menu driven program using (switch-case) which has following options:
 - 1) Area of a Circle.
 - 2) Perimeter of a Circle
 - 3) Area of a Square
 - 4) Perimeter of a Square
 - 5) Area of a tringle
 - 6) Perimeter of a traingle
 - 7) Exit
5. Write a program to compute the roots of quadratic equation and use the switch case to compute the different categories of roots.
6. Explain the significance of break statement in the switch-case construct. What would the results in its absence?