

ilk case without Break statement \*

WAP to Reverse a Number ✓

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main ()
```

```
{ int num, n;
```

```
clrscr ();
```

```
printf("Enter the number");
```

```
scanf("%d", &num);
```

```
printf("Reversed number is");
```

```
while ( n > 0 )
```

```
{ n = num % 10;
```

```
printf("%d", n);
```

```
num = num / 10 ;
```

```
} printf("%d", );
```

```
getch ();
```

```
}
```

WAP to factorial ✓

```
void main ()
```

```
{ int n, i, fact = 1 ;
```

```
printf("Enter the number");
```

```
scanf("%d", &n);
```

```
i = 1;
```

```
while ( i <= n )
```

```
{ fact = fact * i;
```

```
i = i + 1;
```

```
printf("factorial = %d", fact);
```

```
getch();
```

```
}
```

WAP to findout Number is palindrome

(5)

```
# include <stdio.h>
```

```
# include <conio.h>
```

```
void main()
```

```
{
```

```
int a, n, num;
```

```
int rev = 0;
```

```
clrscr();
```

```
printf("Enter the number");
```

```
scanf("%d", &num);
```

```
n = num;
```

```
printf("Reversed number is");
```

```
while (n > 0)
```

```
{ a = n % 10;
```

```
rev = rev * 10 + a;
```

```
n = n / 10;
```

```
}
```

```
printf("%d", rev);
```

```
if (rev == num)
```

```
{ printf("No. is palindrome = %d", num);
```

```
}
```

```
else { printf("No. is not palindrome = %d", num);
```

```
}
```

```
getch();
```

```
}
```

LP. next element is compared

## Day of the week

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int day;
    printf("Enter the value of day b/w 1 to 7");
    scanf("%d", &day);
    switch (day)
    {
        Case 1:
            printf("Day is Monday");
        Case 2:
            printf("Day is Tuesday");
        Case 3:
            printf("Day is Wednesday");
        Case 4:
            printf("Day is Thursday");
        Case 5:
            printf("Day is Friday");
        Case 6:
            printf("Day is Saturday");
        Case 7:
            printf("Day is Sunday");
        Case default:
            printf("pls enter the value within the above range");
    }
}
```



# \* Switch case without Break statement \*

(5)

## Syntax

Switch (Expression)

{

Case label 1:

block 1;

Case label 2:

block 2;

Case label 3:

block 3;

...

Case label max:

block max;

Case default:

default block;

}

## Flow chart

