

## **Tutorial Sheet – 8(Decision Control Statement)**

**Course:** B.Tech (CSE)      **Year/Semester:** I/I      **Session:** 2017-2018

**Subject Name & Code:** Fundamentals of Computer & Programming (CSE 1101)

**Max. Marks:**      **Time allowed:** 45 Mins.

**Note/Instruction (If any)**

- Q1.** Write a C program to find largest of three numbers using nested if-else.
- Q2.** Write a C Program to find largest of two numbers using switch case.
- Q3.** Write a program to calculate age of a person based on his given date of birth.
- Q4.** The output of the code below is (When 1 is entered).

```
#include <stdio.h>
void main()
{
    char ch;
    printf("enter a value btw 1 to 3:");
    scanf("%c", &ch);
    switch ( ch )
    {
        case "1":
            printf("1");
            break;
        case "2":
            printf("2");
            break;
    }
}
```

**What will be the output of the following program? (Q5-10)**

**Q5.** #include <stdio.h>  
void main()  
{  
 int x = 5;  
 if (x > 1)  
 printf("hello");  
 else if (x == 5)  
 printf("hi");  
 else  
 printf("no");  
}

**Q6** #include <stdio.h>  
void main()  
{  
 int x = 5;  
 if (x < 1);  
 printf("Hello"); }

**Q7.** #include<stdio.h>  
main()  
{

```

int a = 2, b = 4, c = 8, x = 4;
if ( x == b) x = a; else x = b;
if( x != b) c = c + b; else c = c + a;
printf("c = %d\n",c);
}

```

**Q8.** #include<stdio.h>

```

int main()
{
    int a = 5;
    switch( a )
    {
        case 1:
            printf("First");
        case 2:
            printf("Second");
        case 3 + 2:
            printf("Third");
        case 5:
            printf("Final");
            break;
    }
    return 0;
}

```

**Q9.** #include<stdio.h>

```

main()
{
    unsigned short int x = -10; int y = 10;
    if ( y <= x)
        printf( "He is good\n");
    if ( y == ( x = -10))
        printf( "She is better\n");
    if (( int) x == y)
        printf("it is the best\n");
}

```

**Q10.** What will be the output of following program?

#include <stdio.h>

```

int main()
{ int a = 4;
    switch (a) {
        default:
            printf("DEFAULT");
        case 1:
            printf("ONE");
        case 2:
            printf("TWO");
        case 3:
            printf("THREE");
    }
}

```