# **PRACTICAL 04**

01)

If-Else :-

#include <stdio.h>

#include <stdlib.h>

int main()

{

int no,remain;

printf("Enter a Number:");

scanf("%d",&no);

if(remain = no%2)

printf("%d is an odd number",no);

else

printf("%d is an even number",no);

return 0;

}

Switch :-

#include <stdio.h>

#include <stdlib.h>

int main()

{

int no,remain;

printf("Enter a Number:");

scanf("%d",&no);

remain = no%2;

switch (remain)

{

case 1:

printf("%d is an odd number",no);

break;

case 0:

printf("%d is an even number",no);

break;

}

return 0;

}

02)

#include <stdio.h>

#include <stdlib.h>

int main()

{

int x,y;

char operation;

printf("Enter the two number:\n");

scanf("%d %d",&x,&y);

printf("Select an operation\n 1.Addition[+]\n 2.Subtraction[-]\n 3.Multiplication[\*]\n 4.Division[/]\n");

scanf("%d",&operation);

switch(operation)

{

case 1:printf("%d",x+y);break;

case 2:printf("%d",x-y);break;

case 3:printf("%d",x\*y);break;

case 4:printf("%f",x/y);break;

default:printf("Operator is invalid");

}

return 0;

}

04)

#include <stdio.h>

#include <stdlib.h>

int main()

{

char ch;

printf("Enter the letter:");

scanf("%c",&ch);

switch(ch)

{

case'a':printf("%c is a vowel",ch);break;

case'e':printf("%c is a vowel",ch);break;

case'i':printf("%c is a vowel",ch);break;

case'o':printf("%c is a vowel",ch);break;

case'u':printf("%c is a vowel",ch);break;

default:printf("%c is not a vowel",ch);

}

return 0;

}

05)

#include <stdio.h>

#include <stdlib.h>

int main()

{

int no;

printf("Enter the month number:");

scanf("%d",&no);

switch(no)

{

case 1:printf("31");break;

case 2:printf("28");break;

case 3:printf("31");break;

case 4:printf("30");break;

case 5:printf("31");break;

case 6:printf("30");break;

case 7:printf("31");break;

case 8:printf("31");break;

case 9:printf("30");break;

case 10:printf("31");break;

case 11:printf("30");break;

case 12:printf("31");break;

}

return 0;

}