

1. **\*\*Day of the Week\*\***: Write a program that takes an integer (1-7) as input and displays the corresponding day of the week (e.g., 1 for Sunday, 2 for Monday, etc.).
2. **\*\*Simple Calculator\*\***: Create a basic calculator that takes two numbers and an operator (+, -, \*, /) as input and performs the corresponding operation.
3. **\*\*Grade Calculator\*\***: Build a program that takes a student's numerical grade as input and uses a switch statement to convert it to a letter grade (A, B, C, D, or F).
4. **\*\*Month Name\*\***: Given an integer (1-12) representing a month, display the name of the month using a switch statement (e.g., 1 for January, 2 for February, etc.).
5. **\*\*Traffic Light\*\***: Simulate a simple traffic light system using a switch statement. The program should take an integer (1, 2, or 3) as input and display the corresponding color (Red, Yellow, or Green).
6. **\*\*Menu Selection\*\***: Create a program that displays a menu with several options (e.g., 1 for Add, 2 for Subtract, 3 for Multiply) and then performs the selected operation based on the user's input.
7. **\*\*Day Counter\*\***: Given a month number and a year, write a program that calculates the number of days in that month. Handle leap years (use a switch statement to check the month and a separate check for leap years).
8. **\*\*Season Detector\*\***: Based on a month number (1-12), determine the season (Spring, Summer, Autumn, or Winter) using a switch statement.
9. **\*\*Simple Game\*\***: Design a simple game where the player chooses a direction (1 for left, 2 for right, 3 for forward, etc.) and then use a switch statement to display what happens based on the chosen direction.
10. **\*\*Vowel or Consonant\*\***: Write a program that takes a character as input and uses a switch statement to determine if it's a vowel (a, e, i, o, u) or a consonant.