**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.**