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1Write a program which takes the month number as an input and display number of days in that month.

```c
#include <stdio.h>
int main()
{
int month;
    printf("Enter month number(1-12): ");
    scanf("%d", &month);

    switch(month)
    {
        case 1:
            printf("31 days");
            break;
        case 2:
            printf("28/29 days");
            break;
        case 3:
            printf("31 days");
            break;
        case 4:
            printf("30 days");
            break;
        case 5:
            printf("31 days");
            break;
        case 6:
            printf("30 days");
            break;
        case 7:
            printf("31 days");
            break;
        case 8:
            printf("31 days");
            break;
        case 9:
            printf("30 days");
            break;
        case 10:
            printf("31 days");
            break;
        case 11:
            printf("30 days");
            break;
        case 12:
            printf("31 days");
            break;
        default:
```

```
            printf("Invalid input! Please enter month number
between 1-12");
```

```
    }
```

```
    return 0;
}
```

Write a menu driven program with the following options:
a. Addition
b. Subtraction
c. Multiplication
d. Division
e. Exit

```
#include<stdio.h>
int main()
{
int a,b,c,d,e,f,ch;
printf("Enter 1st no\n");
scanf("%d",&a);
printf("Enter 2nd no\n");
scanf("%d",&b);
printf("Enter choice 1.add 2.sub 3.mul 4.div\n");
scanf("%d",&ch);
switch(ch)
{
case 1:
c=a+b;
printf("%d",c);
break;
case 2:
d=a-b;
printf("%d",d);
break;
case 3:
e=a*b;
printf("%d",e);
break;
case 4:
f=a/b;
printf("%d",f);
break;
}
return 0;
}
```

3. Write a program which takes the day number of a week and displays a unique greeting message for the day.

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

```c
int main(){
    int day;
    printf("Enter the number of day 1 2 3 4 5 6 7\n");
    scanf("%d",&day);
    switch(day){
        case 1:
        printf("Have a good monday");
        break;
        case 2:
        printf("hope you are fine");
        break;
        case 3:
        printf("Good bless you");
        break;
        case 4:
        printf("hello");
        break;
        case 5:
        printf("have a good friday");
        break;
        case 6:
        printf("bye bye");
        break;
        case 7:
        printf("Good night");
        break;
        default:
        printf("not valid");
    }

return 0;
}
```

4.Write a menu driven program with the following options:
a. Check whether a given set of three numbers are lengths of an isosceles triangle or not
b. Check whether a given set of three numbers are lengths of sides of a right angled triangle or not
c. Check whether a given set of three numbers are equilateral triangle or not
d. Exit

```c
#include<stdio.h>
int main ()
{
    int a,b,c,triangle;
   printf("Enter a number 1.isosceles triangle 2.right angled triangle 3.equilateral triangle\n");
   scanf("%d",&triangle);
```

```
   switch(triangle){
   case 1:
   a==b||b==c||c==a;
   printf("isosceles triangle");
   break;
   case 2 :
   a=b^2+c^2;
   printf("right angled triangle");
   break;
   case 3:
   a==b==c;
   printf("equilateral triangle");
   break;
   default:
   printf("Exit");
   }
   return 0;
}

/*5. Convert the following if-else-if construct into switch
case:
if(var == 1)
System.out.println("good");
else if(var == 2)
System.out.println("better");
else if(var == 3)
System.out.println("best");
else
// System.out.println("invalid");*/
#include<stdio.h>
int main(){
    int var;
    printf("enter a number 1.var 2.var 3.var\n");
    scanf("%d",&var);

    switch (var)
    {
    case 1:
     printf("good");
```

```
        break;
    case 2:
    printf("better");
    break;
    case 3:
    printf("best");
    break;
```

```
    default:
```

```
    printf("exit");

    }
    return 0;
}
```