



“चला तर, Coding
शिकू आपल्या भाषेत!”



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Welcome to JK Restaurant



1. Pizza 
2. Burger 
3. Pasta 
4. Sandwich 

Enter your choice (1-4):

You have ordered Burger. 

```
// Switch-case logic
switch (choice) {
    case 1:
        printf("You have ordered Pizza. \n");
        break;
    case 2:
        printf("You have ordered Burger. \n");
        break;
    case 3:
        printf("You have ordered Pasta. \n");
        break;
    case 4:
        printf("You have ordered Sandwich. \n");
        break;
    default:
        printf("Invalid choice! Please select between 1 to 4.\n");
}

return 0;
}
```

```
#include <stdio.h>          // For input/output functions
#include <stdlib.h>         // For exit function

int main() {
    int ch;

    printf("\nPress 1: Addition");
    printf("\nPress 2: Subtraction");
    printf("\nPress 3: Multiplication");
    printf("\nPress 4: EXIT");

    printf("\nEnter your choice: ");
    scanf("%d", &ch);

    switch (ch) {

        case 1: {
            int a, b;
            printf("Enter first number: ");
            scanf("%d", &a);

            printf("Enter second number: ");
            scanf("%d", &b);

            int c = a + b;
            printf("Addition is = %d\n", c);
            break; // important!
        }
    }
}
```

•Simple Calculator
using Switch Case
in C

```
case 2: {
    int a, b;
    printf("Enter first number: ");
    scanf("%d", &a);

    printf("Enter second number: ");
    scanf("%d", &b);

    int c = a - b;
    printf("Subtraction is = %d\n", c);
    break;
}

case 3: {
    int a, b;
    printf("Enter first number: ");
    scanf("%d", &a);

    printf("Enter second number: ");
    scanf("%d", &b);

    int c = a * b;
    printf("Multiplication is = %d\n", c);
    break;
}
```

```
    case 4: {  
        printf("Exiting the program.\n");  
        exit(0); // exit the program  
    }  
  
    default: {  
        printf("Invalid Choice, please select number from 1 to 4\n");  
    }  
}  
  
return 0;  
}
```

```
while(1){  
| printf("JK");  
}
```


While(1) kelyavar kay hoil

```
int main() {
    int ch;

    printf("\nPress 1: Addition");
    printf("\nPress 2: Subtraction");
    printf("\nPress 3: Multiplication");
    printf("\nPress 4: EXIT");

    while(1){

        printf("\nEnter your choice: ");
        scanf("%d", &ch);

        switch (ch) {
            case 1: {
                int a, b;
                printf("Enter first number: ");
                scanf("%d", &a);

                printf("Enter second number: ");
                scanf("%d", &b);

                int c = a + b;
                printf("Addition is = %d\n", c);
                break; // important!
            }
        }
    }
}
```

```
case 2: {
    int a, b;
    printf("Enter first number: ");
    scanf("%d", &a);

    printf("Enter second number: ");
    scanf("%d", &b);

    int c = a - b;
    printf("Subtraction is = %d\n", c);
    break;
}

case 3: {
    int a, b;
    printf("Enter first number: ");
    scanf("%d", &a);

    printf("Enter second number: ");
    scanf("%d", &b);

    int c = a * b;
    printf("Multiplication is = %d\n", c);
    break;
}
```

```
    case 4: {  
        printf("Exiting the program.\n");  
        exit(0); // exit the program  
    }  
  
    default: {  
        printf("Invalid Choice, please select number from 1 to 4\n");  
    }  
}  
  
return 0;  
}
```

By Using Function

```
void add(){  
    int a, b;  
    printf("Enter first number: ");  
    scanf("%d", &a);  
  
    printf("Enter second number: ");  
    scanf("%d", &b);  
  
    int c = a + b;  
    printf("Addition is = %d\n", c);  
}  
  
void sub(){  
    int a, b;  
    printf("Enter first number: ");  
    scanf("%d", &a);  
  
    printf("Enter second number: ");  
    scanf("%d", &b);  
  
    int c = a - b;  
    printf("Subtraction is = %d\n", c);  
}
```

```
void mul(){  
  
    int a, b;  
    printf("Enter first number: ");  
    scanf("%d", &a);  
  
    printf("Enter second number: ");  
    scanf("%d", &b);  
  
    int c = a * b;  
    printf("Multiplication is = %d\n", c);  
}
```

```
int main() {  
    int ch;  
  
    printf("\nPress 1: Addition");  
    printf("\nPress 2: Subtraction");  
    printf("\nPress 3: Multiplication");  
    printf("\nPress 4: EXIT");  
}
```

```
while(1){  
  
    printf("\nEnter your choice: ");  
    scanf("%d", &ch);  
  
    switch (ch) {  
  
        case 1: {  
            add();  
            break; // important!  
        }  
  
        case 2: {  
            sub();  
            break;  
        }  
  
        case 3: {  
            mul();  
            break;  
        }  
  
        case 4: {  
            printf("Exiting the program.\n");  
            exit(0); // exit the program  
        }  
    }  
}
```

```
        default: {  
            printf("Invalid Choice, please select number from 1 to 4\n");  
        }  
    }  
}  
  
return 0;  
}
```

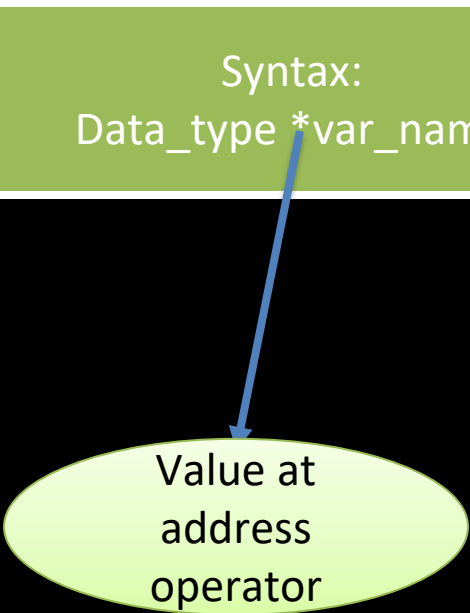
pointer

Pointer is a variable that store address of another variable

& = address-of operator

* = Value-at/Dereference
Operator

Syntax:
Data_type *var_name



Value at
address
operator

The diagram consists of a light green rectangular box at the top containing the text 'Syntax: Data_type *var_name'. A blue arrow points from the asterisk character in this text to a light green oval at the bottom. Inside the oval, the text 'Value at address operator' is written in three lines.

Int x=10

Int y=&x

x

10

1000

y

1000

1004



Int x=10

Int y=&x

*y=18

x

18

1000

y

1000

1004



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

```
int main() {
```

```
    int x = 5, *y, **z;
```

```
    y = &x;
```

```
    z = &y;
```

```
    printf("%d\n", x);    // ---> 5
```

```
    printf("%d\n", &x);  // ---> address of x
```

```
    printf("%d\n", y);   // ---> address of x
```

```
    printf("%d\n", *y);  // ---> 5
```

```
    printf("%d\n", &y);  // ---> address of y
```

```
    printf("%d\n", z);   // ---> address of y
```

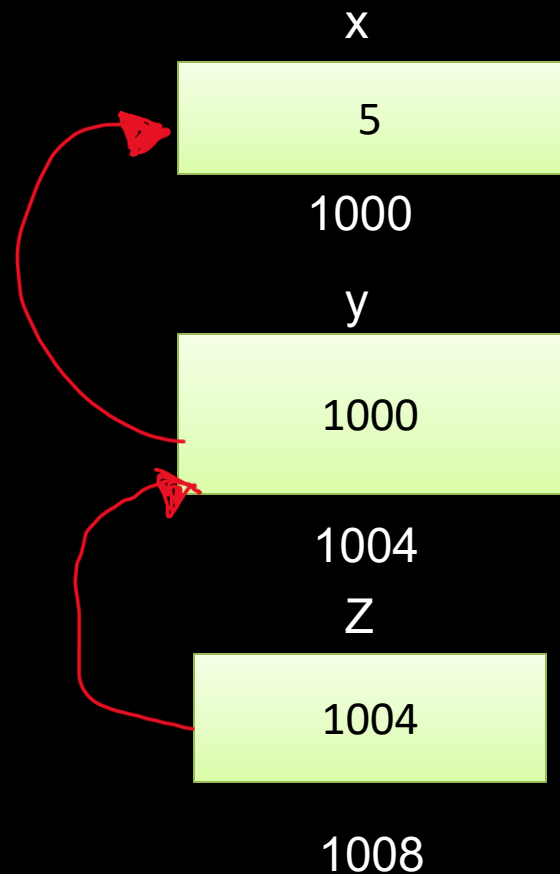
```
    printf("%d\n", *z);  // ---> address of x
```

```
    printf("%d\n", **z); // ---> 5
```

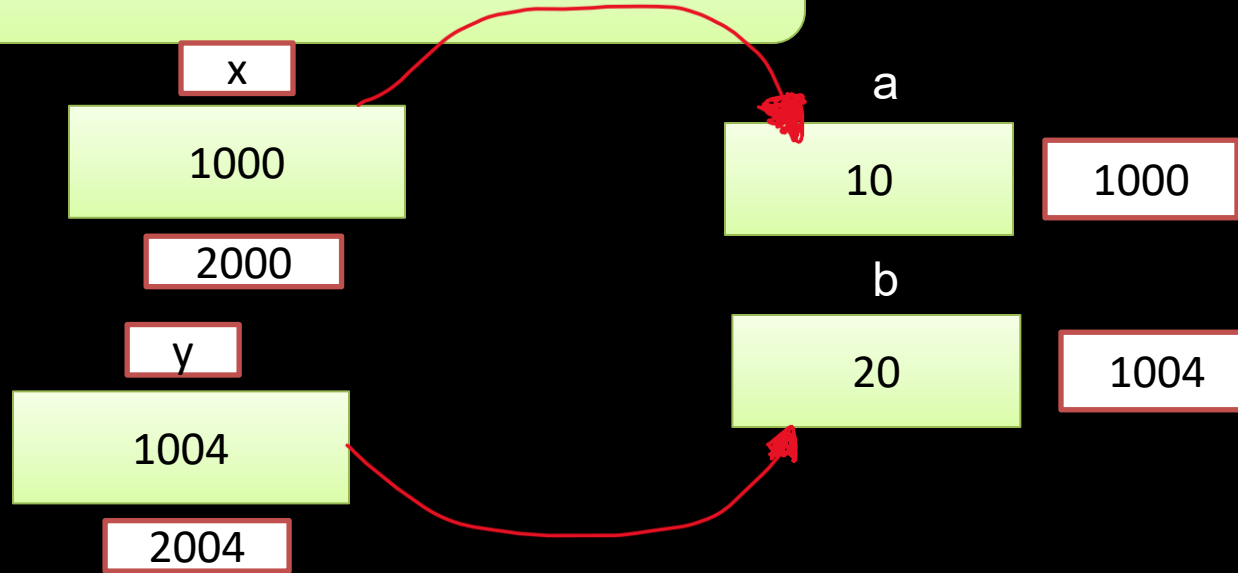
```
    printf("%d", &z);    // ---> address of z
```

```
    return 0;
```

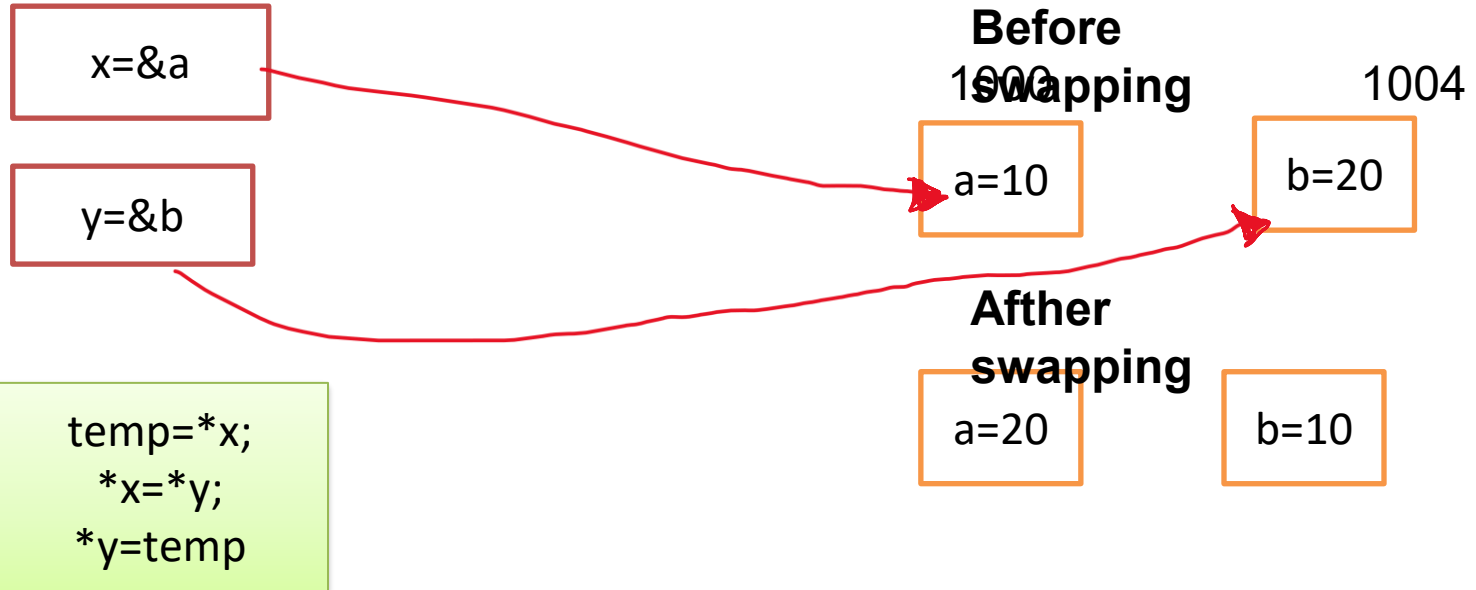
```
}
```



1) Addition of two number using pointer



Swapping of number with temp variable using pointer





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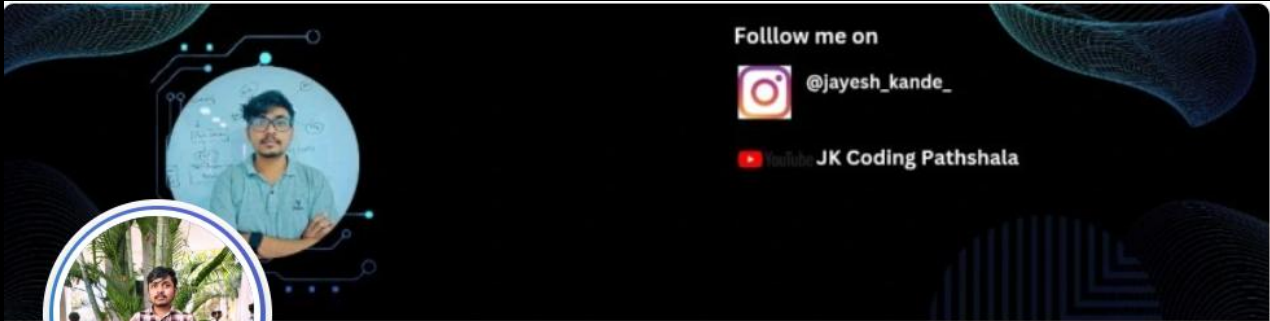
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The banner features a dark background with blue and white geometric patterns. On the left, there are two circular profile pictures: the top one shows a man with glasses and a blue shirt, and the bottom one shows a man in a red and white checkered shirt. On the right, the text 'Follow me on' is followed by an Instagram icon and the handle '@jayesh_kande_', and a YouTube icon with the text 'JK Coding Pathshala'.

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