

```
A 1 - int a;
printf("Week");
scanf("%d",&a);

if (a==1){
printf("sunday"); }

else if (a==2){
printf("monday"); }

else if (a==3){
printf("tuesday"); }

else if (a==4){
printf("wednesday"); }

else if (a==5){
printf("thursday"); }

else if (a==6){
printf("friday"); }

else if (a==7){
printf("saturday"); }

else {
printf("not valid"); }
```

```
A 2 - int a;
printf("Month");
scanf("%d",&a);

if (a==1) {
printf("January"); }

else if (a==2) {
printf("February"); }

else if (a==3) {
printf("March"); }

else if (a==4) {
```

```
printf("April"); }  
else if (a==5) {  
printf("May"); }  
  
else if (a==6) {  
printf("June"); }  
  
else if (a==7) {  
printf("July"); }  
  
else if (a==8) {  
printf("August"); }  
  
else if (a==9) {  
printf("September"); }  
  
else if (a==10) {  
printf("October"); }  
  
else if (a==11) {  
printf("Novemeber"); }  
  
else if (a==12) {  
printf("December"); }  
  
else {  
printf("not valid"); }
```

```
A 3 - int a;  
printf("Enter a number");  
scanf("%d",&a);
```

```
if (a==1){  
printf("one"); }  
  
else if (a==2){  
printf("two"); }  
  
else if (a==3){  
printf("three"); }  
  
else if (a==4){
```

```
printf("four"); }  
else if (a==5){  
printf("five"); }  
  
else if (a==6){  
printf("six"); }  
  
else if (a==7){  
printf("seven"); }  
  
else if (a==8){  
printf("eight"); }  
  
else if (a==9){  
printf("nine"); }  
  
else if (a==10){  
printf("tenth"); }  
  
else if (a==11){  
printf("eleven"); }  
  
else if (a==12){  
printf("twelve"); }  
  
else {  
printf("not valid"); }
```

```
A 4 - char a;  
printf("enter a character");  
scanf("%c",&a);
```

```
if (a=='a') {  
printf("apple"); }
```

```
else if (a=='b') {  
printf("ball"); }
```

```
else if (a=='c') {  
printf("cat"); }
```

```
else if (a=='d') {
```

```
printf("dolphin"); }  
else {  
printf("input not match");  
}
```

```
A 5 - char a;  
printf("enter a character");  
scanf("%c",&a);
```

```
if (a=='a') {  
printf("vowel"); }
```

```
else if (a=='e') {  
printf("vowel"); }
```

```
else if (a=='i') {  
printf("vowel"); }
```

```
else if (a=='o') {  
printf("vowel"); }
```

```
else if (a=='u') {  
printf("vowel"); }
```

```
else {  
printf("consonant");  
}
```

```
A 6 - char a;  
printf("enter a character");  
scanf("%c",&a);
```

```
if (a=='a' || a=='b' || a=='c' || a=='d') {  
printf("upperline"); }
```

```
else if (a=='e' || a=='f' || a=='g' || a=='h') {  
printf("secondline"); }
```

```
else if (a=='i' || a=='j' || a=='k' || a=='l') {  
printf("thirdline"); }
```

```
else {  
    printf("not match"); }
```

```
A 7 - char a;  
printf("enter a character");  
scanf("%c",&a);
```

```
if (a=='q' || a=='w' || a=='e' || a=='r' || a=='t' || a=='y' || a=='u' || a=='i' || a=='o' || a=='p') {  
    printf("upperline"); }
```

```
else if (a=='a' || a=='s' || a=='d' || a=='f' || a=='g' || a=='h' || a=='j' || a=='k' || a=='l') {  
    printf("midline"); }
```

```
else if (a=='z' || a=='x' || a=='c' || a=='v' || a=='b' || a=='n' || a=='m' ) {  
    printf("lowerline"); }
```

```
else {  
    printf("not match"); }
```

A 8 -

```
char a;  
printf("Enter a character: ");  
scanf(" %c", &a);
```

```
int is_valid = 0;
```

```
if (a == 'p' || a == 'e' || a == 'a' || a == 'k') {  
    printf("peak\n");  
    is_valid = 1;  
}
```

```
if (a == 'a' || a == 'p' || a == 'l' || a == 'e') {  
    printf("apple\n");  
    is_valid = 1;  
}
```

```
if (a == 'c' || a == 'a' || a == 't') {  
    printf("cat\n");  
    is_valid = 1;  
}
```

```
    if (!is_valid) {  
        printf("not valid\n");  
    }
```

A 9 - int number;

```
    printf("Enter Number");  
    scanf("%d",&number);
```

```
    int valid=0;
```

```
    if (number%2==0){  
        printf("divide by 2");  
        valid=1; }
```

```
    if (number%3==0){  
        printf("divide by 3");  
        valid=1; }
```

```
    if (number%4==0){  
        printf("divide by 4");  
        valid=1; }
```

```
    if (number%5==0){  
        printf("divide by 5");  
        valid=1;}
```

```
    if (!valid) {  
        printf("not valid"); }
```

A 10 - int number;

```
    printf("Enter Number ");  
    scanf("%d",&number);
```

```
    int valid=0;
```

```
    if (number%2==0 && number%3==0){  
        printf("divide by 2 & 3\n");  
        valid=1; }
```

```
    if (number%4==0 && number%5==0){  
        printf("divide by 4 & 5\n");  
        valid=1; }
```

```
if (number%2==0 || number%3==0){  
    printf("divide by 2 or 3\n");  
    valid=1; }
```

```
if (number%4==0 || number%5==0){  
    printf("divide by 4 or 5\n");  
    valid=1;}
```

```
if (!valid) {  
    printf("not valid"); }
```

A 11 - char character;

```
printf("enter a character");  
scanf("%c",&character);
```

```
if (character=='s'){  
    int a,b;  
    printf("a");  
    scanf("%d",&a);
```

```
    printf("b");  
    scanf("%d",&b);
```

```
    a=a+b;  
    b=a-b;  
    a=a-b;
```

```
    printf("a %d\n",a);  
    printf("b %d\n",b); }
```

```
else if (character=='w') {
```

```
    int a,b,c;  
    printf("a");  
    scanf("%d",&a);
```

```
    printf("b");  
    scanf("%d",&b);
```

```
    c=a;
```

```
a=b;
b=c;

printf("a %d\n",a);
printf("b %d\n",b); }

else {
printf("input not matched"); }
```

```
A 12 - char a;
printf("Enter a character");
scanf("%c",&a);

if (a=='a') {
int a,b,c;

printf("a");
scanf("%d",&a);

printf("b");
scanf("%d",&b);

c=a+b;

printf("total %d",c); }

else if (a=='s') {
int a,b,c;

printf("a");
scanf("%d",&a);

printf("b");
scanf("%d",&b);

c=a-b;

printf("total %d",c); }

else if (a=='m') {
int a,b,c;
```



```

printf("a");
scanf("%d",&a);

printf("b");
scanf("%d",&b);

c=a*b;
printf("total %d",c); }

else if (a=='d') {
    int a,b,c;

    printf("a");
    scanf("%d",&a);

    printf("b");
    scanf("%d",&b);

    c=a/b;

    printf("total %d",c); }

else if (a=='o') {
    int a,b,c;

    printf("a");
    scanf("%d",&a);

    printf("b");
    scanf("%d",&b);

    c=a%b;

    printf("total %d",c); }

else {
    printf("input not matched"); }

```

```

A 13 - int a;
printf("enter the number");
scanf("%d",&a);

```

```
if (a>=1 && a<=10){  
    printf("Between 1 to 10"); }  
  
else if (a>=11 && a<=20){  
    printf("Between 11 to 20"); }  
  
else if (a>=21 && a<=30){  
    printf("Between 21 to 30");  
}  
else {  
    printf("input not matched");}
```

```
A 14 - int a,b;  
    printf("a");  
    scanf("%d",&a);  
  
    printf("b");  
    scanf("%d",&b);  
  
    if (a>b){  
        printf("a is greater than b"); }  
  
    else if (a==b) {  
        printf("equal"); }  
  
    else {  
        printf("b is greater than a"); }
```