

1. Write a program to enter a number and display whether its even or odd using **conditional operator**.
2. Write a program to enter 2 numbers and print the larger in them using **conditional operator**.
3. Write a program to enter a number and display the name of month using switch statement. If user enters an invalid number, then display message to enter a valid number.
4. Write a program to enter a number and display the name of the day using switch statement (e.g., 1 = Monday, 2 = Tuesday, 9 = Invalid number). If user enters an invalid number, then display message to enter a valid number.
5. Write a C program to check whether a character is an alphabet, digit or special character. (Use Ascii value)
6. Enter three sides of a triangle and check whether a triangle can be formed by the given value for the angles. (Sum of three sides angles is 180)
7. Write a program in C to calculate and print the Electricity bill of a given customer. The customer id., name and unit consumed by the user should be taken from the keyboard and display the total amount to pay to the customer. The charge are as follow

Unit	Charge/unit
upto 199	@1.20
200 and above but less than 400	@1.50
400 and above but less than 600	@1.80
600 and above	@2.00

If bill exceeds Rs. 400 then a surcharge of 15% will be charged and the minimum bill should be of Rs. 100/-

8. Write a program in C which is a Menu-Driven Program to compute the area of the various geometrical shape. (Menu means that a message should be displayed like Enter 1 for circle, 2 for triangle, 3 for rectangle etc.)
9. A triangle can be classified based on the lengths of its sides as equilateral, isosceles or scalene. All 3 sides of an equilateral triangle have the same length. An isosceles triangle has two sides that are the same length, and a third side that is a different length. If all of the sides have different lengths, then the triangle is scalene. Write a program that reads the lengths of 3 sides of a triangle from the user. Display a message indicating the type of the triangle.