choice = 10;

switch (choice)
{ default :=

case 1 :
=

case 2 :
=

case 10 :
=

}

Jump Table

WAP to accept a character from the user and check whether it is a vowel or not.

```c
#include<stdio.h>
void main()
{
  char ch;
  printf("Enter a charatcter:");
  scanf("%c",&ch);
  switch(ch)
  {
    case 'A': case 'E': case 'I': case 'O': case 'U':
    case 'a': case 'e': case 'i': case 'o': case 'u':
            printf("It is a vowel");
            break;
    default:
            printf("It is not a vowel");
  }
getch();
}
```

ASSIGNMENT
===========
Qn1. WAP to ask the user to select a figure amongst CIRCLE ,
RECTANGLE and TRIANGLE. Then ask the user to input dimensions of the
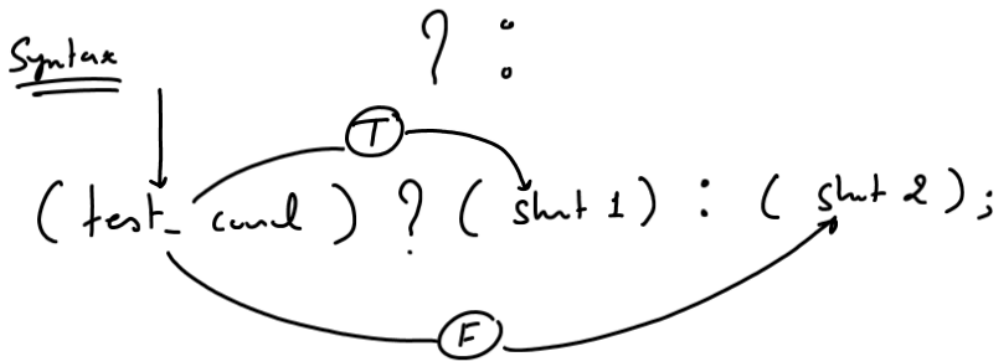figure and finally calc and display its AREA.

Qn2. Modify the vowel program so that now yuor code displays the
message that whether the inputted character is a VOWEL or a
CONSONANT or SOMETHING ELSE.

✓ TERNARY OPERATOR(Conditional Operator)

```
void main()
{
   int x,y;
   clrscr();
   printf("Enter x:");
   scanf("%d",&x);

   if(x>=0)
      y=1;
   else
      y=-1;

   printf("x=%d,y=%d",x,y);
   getch();
}
```

<u>Syntax</u>

? °

$(test\_cond) \; ? \; (\overset{v}{s}lmt \; 1) \; : \; (\; slmt \; 2);$

(T)

(F)

<u>ex</u> :

$| (x >= 0) \; ? \; (y = 1) \; : \; (y = -1);$

X ①   (test_cond) ? (slmt)   ;

X (test_cond) ? (slmt) :   ;

② X (test_cond) : (slmt 2) ? (slmt 1);

③ Parenth reqd on all parts

④ ; is used at the end only

```
if (x >= 0)
{
    y = 1;
    z = 2;
}
else
{
    y = -1;
    z = -2;
}

(x >= 0) ? (y=1, z=2) : (y = -1, z = -2);
```

Qn3. WAP to accept an int from the user and check whether it is an EVEN NUM or ODD NUM. Using TERNARY OPERATOR.