Rules Regarding Braces Used With Conditional Statements

```
if(a>0)
                                             SAMPLE INPUTS:
                                             ==========
      printf("Number is pos");
      printf("\nHello");
                                                 10
                                             Number is pos
if(a<0)
                                             Hello
  {
     printf("\nNumber is neg");
printf("\nWelcome");
                                             2.
                                                 -5
  }
                                             Number is neg
                                             Welcome
                                             3.
                                                 0
```

```
if(a>0)
          printf("Number is pos");
          printf("\nHello");
if(a<0)
          printf("\nNumber is neg");
          printf("\nWelcome");</pre>
```

SAMPLE INPUTS:

==========

1. 10 Number is pos Hello Welcome

2. -5 Hello Number is neg Welcome

3. 0 Hello Welcome

SAMPLE INPUTS:

Chipa (mi)

```
if(a>0)
    {
        printf("Number is pos");
        printf("\nHello");
     }
else
     printf("\nNumber is neg");
     printf("\nWelcome");
```

SAMPLE INPUTS:

=========

1. 10

Number is pos Hello

Welcome

2. -5 Number is neg

Welcome

3. 0 Number is neg Welcome

SAMPLE INPUTS:

```
=========
                                       1.
                                          10
if(a>0)
                                      Number is pos
   {
                                      Hello
     printf("Number is pos");
     printf("\nHello");
                                      2.
else if(a<0)
                                          -5
    printf("\nNumber is neg");
                                      Number is neg
    printf("\nWelcome");
                                      Welcome
   }
                                      3.
                                          0
```

WAP to accept 2 integers from the user and print the greater number amongst them. Make sure that your code handles EQUALITY of numbers also

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a,b;
    clrscr();
    printf("Enter 2 int:");
    scanf("%d %d",&a,&b);

#include <stdio.h>
    if(a>b)
    printf("%d is gr",a);
    else if(b>a)
    printf("%d is gr",b);
    else
    printf("%d is equal to %d",a,b);
    getch();
}
```

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a,b;
    clrscr();
    printf("Enter 2 int:");
    scanf("%d %d",&a,&b);
    dif(a>b)
    printf("%d is gr",a);
    if(b>a)
    printf("%d is gr",b);
    else
    printf("%d is equal to %d",a,b);
    getch();
}
```

WAP to accept a character from the user and check whether it is a vowel or not. Assume that user will input CAPITAL LETTER only

```
ij (ch==65)
#include <stdio.h>
                                           if(ch=='A') ^
#include3 <conio.h>
void main()
                                               printf("It is a vowel");
{
                                           else if(ch=='E')
  char ch;
                                               printf("It is a vowel");
  clrscr();
                                           else if(ch=='l')
  printf("Enter a char:");
                                               printf("It is a vowel");
  scanf("%c",&ch);
                                           else if(ch=='O')
                                               printf("It is a vowel");
                                           else if(ch=='U')
                                               printf("It is a vowel");
                                           else
                                               printf("It is not a vowel");
                                           getch();
                                           }
```

```
Ch
Ch
```

```
#include <stdio.h> if(ch=='A' || ch=='E'|| ch=='I'|| ch=='O' || ch=='U') printf("It is a vowel"); void main() { else printf("It is not a vowel"); clrscr(); printf("Enter a char:"); } scanf("%c",&ch);
```