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#include <iostream>

using namespace std;

int main() {

char c;

bool isVowel = false;

cout << "Enter a character: ";

cin >> c;

switch (c) {

case 'a':

case 'e':

case 'i':

case 'o':

case 'u':

case 'A':

case 'E':

case 'I':

case 'O':

case 'U':

isVowel = true;

break;

default:

isVowel = false;

break;

}

if (isVowel) {

cout << c << " is a vowel." << endl;

} else {

cout << c << " is a consonant." << endl;

}

return 0;

}

#include <iostream>

using namespace std;

int main() {

// one-dimensional array

int arr[5] = { 10, 20, 30, 40, 50 };

int i;

// using for loop to print elements of the one-dimensional array

for (i = 0; i < 5; i++) {

cout << arr[i] << " ";

}

cout << endl;

// two-dimensional array

int matrix[3][3] = { { 1, 2, 3 }, { 4, 5, 6 }, { 7, 8, 9 } };

int j;

// using do-while loop to print elements of the two-dimensional array

i = 0;

do {

j = 0;

do {

cout << matrix[i][j] << " ";

j++;

} while (j < 3);

i++;

cout << endl;

} while (i < 3);

// using while loop to calculate the sum of the one-dimensional array

int sum = 0;

i = 0;

while (i < 5) {

sum += arr[i];

i++;

}

cout << "Sum of one-dimensional array: " << sum << endl;

// using switch statement to check if a number is even or odd

int num = 7;

switch(num%2) {

case 0: cout << num << " is even" << endl;

break;

case 1: cout << num << " is odd" << endl;

break;

}

return 0;

}