

Assingment - 9

- (1) WAP which takes the month number as an input and display number of days in that month.

Ans -

```
#include <stdio.h>

int main()
{
    int month;
    /* Input month number from user */
    printf("enter month number (1-12): ");
    scanf("%d", &month);
    switch (month)
    {
        Case 1:
            printf("31 days");
            break;
        Case 2:
            printf("28/29 days");
            break;
        Case 3:
            printf("31 days"); break;
        Case 4:
            printf("30 days"); break;
        Case 5:
            printf("31 days");
            break;
        Case 6:
            printf("30 days");
            break;
        Case 7:
            printf("31 days");
            break;
        Case 8:
```

d
printf("31 days");
break;

Case 9:

printf("30 days");
break;

Case 10:

printf("31 days");
break;

Case 11:

printf("30 days");
break;

Case 12:

printf("31 days");
break;

default:

printf("Invalid input")
}

return 0;

}

(2) Write a menu driven program with the following options:

- a. Addition
- b. Subtraction
- c. Multiplication
- d. Division
- e. Exit

```
#include <stdio.h>  
#include <stdlib.h>
```



```
int main()
{
    int x, a, b;
    printf("\n enter your choice");
    scanf("%d", &x);
    switch(x)
```

Case 1:

```
    printf("enter two numbers");
    scanf("%d %d", &a, &b);
    printf("Sum is %d", a+b);
    break;
```

Case 2:

```
    printf("enter two numbers");
    scanf("%d %d", &a, &b);
    printf("Difference is %d", a-b);
    break;
```

Case 3:

```
    printf("enter two numbers");
    scanf("%d %d", &a, &b);
    printf("product is %d", a*b);
    break;
```

Case 4:

```
    printf("enter two numbers");
    scanf("%d %d", &a, &b);
    printf("Division is %d", a/b);
```

Case 5:

```
    printf("exit");
```

(5) Convert the following if-else-if construct into switch case;

Ans

```
#include <stdio.h>
int main()
{
    int x;
    switch(x)
    {
        Case == 1
            printf("good");
            break;
        Case == 2
            printf("better");
            break;
        Case == 3
            printf("best");
            break;
        Case == 4
        default:
            printf("invalid");
    }
}
```

(6) Program to check whether a year is a leap year or not. Using ~~switch~~ switch statement.

Ans

```
#include <stdio.h>
int main() {
    int y, r;
    // y value of the year

    printf("---- Enter the year --- \n");
    scanf("%d", &y);
}
```


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```
r = y % 400 == 0 || y % 100 == 0 || y % 4 == 0;
```

```
Switch (r) {
```

```
Case 1:
```

```
printf("\n%d is the leap year.\n", y);  
break;
```

```
Case 0:
```

```
printf("\n%d is not the leap year.\n", y);  
break;
```

```
default:
```

```
printf("\n%d is not the leap year.\n", y);
```

```
}
```

```
return 0;
```

```
}
```

(8) Program to Convert a positive number into a negative number and negative number into a positive number Using Switch Statement.

Ans.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int num;
```

```
printf("enter a number");
```

```
scanf("%d", &num);
```

```
Switch (num > 0)
```

```
{
```

```
Case 1 : printf("number is negative -%d", num);
```

```
break;
```

Case 0: if (num < 0)

{

printf("number is positive %d", -num);

}

else

{ printf("number is zero %d", num);

break;

}

return 0;

}

⑨ Convert a even number into its upper nearest odd number.

Ans

#include <stdio.h>

int main()

{

int num, r;

printf("enter a number");

scanf("%d", &num);

r = num % 2 == 0;

switch(r) {

Case 1:

printf("%d", num + 1);

break

Case 0;

printf("invalid");

break;

}

return 0;

}

(3) Write a program which takes the day number of a week and displays a unique greeting message of the day.

Ans-

```
int main()
{
    int day = 1;
    Switch(x)
    {
        Case 1 : printf("Today is Monday");
                  break;
        Case 2 : printf("Today is Tuesday");
                  break;
        Case 3 : printf("Today is Wed");
                  break;
        Case 4 : printf("Today is Thurs");
                  break;
        Case 5 : printf("Today is Friday");
                  break;
        Case 6 : printf("Today is Saturday");
                  break;
        Case 6 : printf("Today is Sunday");
                  break;
    }
}
```

⑦ Program to take the Value from the user as input electricity unit charges and calculate total electricity bill according to the given Condition. Using the Switch Statement.

→ For the 50 units Rs. 0.50/unit
 For the next 100 units Rs. 0.75/unit
 For the next 100 units Rs. 1.20/unit
 For units above 250 Rs. 1.50/unit
 An additional Surcharge of 20% is added to the bill.

Ans-

```
int main()
{
    int x, amount = 0, total = 0;

    printf("enter a value");
    scanf("%d", &x);
    switch (x <= 50)
    {
        case 1: amount = x * 0.5;
                break;
        case 0: switch (x <= 150)
                {
                    case 1: amount = 25 + (x - 50) * 0.75;
                            break;
                    case 0: switch (x <= 250)
                            {
                                case 1: amount = 100 + (x - 150) * 1.20;
                                        break;
                                case 0: amount = 220 + (x - 250) * 1.5;
                                        break;
                            }
                            break;
                }
    }

    total = amount + amount * 0.20;
    printf("Total amount = %.f", total);
    return 0;
}
```


- (4) Write a menu driven program with the following options.
- (a) check wheather a given set of three numbers are lengths the an isosceles tringle or not
 - (b) -"- right angled tringle or not.
 - (c) -"- equilateral tringle or not
 - (d) exit

Ans

```

int main()
{
    int choice, a, b, c;
    printf("enter ur choice\n");
    printf("1 To check isosceles Tringle\n");
    printf("2 To check Right angle Tringle\n");
    printf("3 To check Right equilateral Tringle\n");

    scanf("%d", &choice);
    printf("enter length of 3 sides of Tringle\n");
    scanf("%d %d %d", &a, &b, &c);

    switch (choice)
    {
        case 1: if(a==b || b==c || c==a)
                printf("isosceles");
                else
                printf("Not an isosceles");
        case 2: if(a*a == b*b + c*c || b*b == c*c + a*a || c*c
                = a*a + b*b)
                printf("Right Tringle");
                else
                printf("Not a Right Triangle");
                break;
    }
}
    
```

```
Case 3 : if((a == b) && (b == c))
    printf("equilateral Triangle");
else
    printf("Not an equilateral Triangle");
```

```
default :
    printf("invalid");
```

```
}
```

```
}
```

```
return 0;
```

```
}
```

