Practical 04

1)

```c
#include <stdio.h>

#include <stdlib.h>


int main()

{

  int nu,ans;


  printf("Enter a number: ");

  scanf("%d",&nu);


  ans = nu%2;


  switch (ans)

  {

  case 0:

    ans = 0;

    printf("Even number");

    break;
```

```c
        case 1:
            ans != 0;

            printf("Odd number");

            break;


        default:

            break;

    }

    return 0;

}
```

2)

```c
#include <stdio.h>

#include <stdlib.h>


int main()

{

    int nu1,nu2,ans;

    int operator;


    printf("Enter first number: ");

    scanf("%d",&nu1);
```

```c
printf("Enter second number: ");

scanf("%d",&nu2);


printf("\n");


printf("\t--Calculator--\n");


printf("\n");


printf("Addition -----------> 1\n");

printf("Subtraction --------> 2\n");

printf("Multiple -----------> 3\n");

printf("Division -----------> 4\n");

printf("\n");

printf("\t Choose any operation for calculate as number(ex:1): ");

scanf("%d",&operator);

printf("\n");


switch(operator)

{

case 1:
```

```c
        ans=nu1+nu2;

        printf("Addition = %d",ans);

        break;


    case 2:

        ans=nu1-nu2;

        printf("Subtraction = %d",ans);

        break;


    case 3:

        ans=nu1*nu2;

        printf("Multiplication = %d",ans);

        break;


    case 4:

        ans=nu1/nu2;

        printf("Division = %d",ans);

     default:

        break;

    }

    return 0;

}
```

3)

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

int main()
{
    int operator;
    float ans,radius;

    printf("\tCalculate\n");
    printf("Calculate Circumference of a circle --------> 1\n");
    printf("Calculate Area -----------------------------> 2\n");
    printf("Calculate Volume(sphere) -------------------> 3\n");
    printf("\n");
    printf("\t Choose any operation for calculate(ex: Calculate circumference): ");
    scanf("%d",&operator);
    printf("\n");
    printf("Enter radius: ");
    scanf("%f",&radius);

    switch(operator)
    {
```

```c
    case 1:

        ans=2*3.14*radius;

        printf("The circumference of the circle is %.2f",ans);

        break;


    case 2:

        ans=2*3.14*radius*radius;

        printf("The area of the circle is %.2f",ans);

        break;


    case 3:

        ans=(4/3)*3.14*radius*radius*radius;

        printf("The volume of the sphere is %.2f",ans);

        break;


    default:

        break;


  }

  return 0;

}
```

4)

```c
#include <stdio.h>

#include <stdlib.h>

int main()

{

    char character;

    printf("Enter a character: ");
    scanf("%s",&character);

    switch(character)
    {

        case 'a':
            printf("Vowel letter");break;

        case 'e':
            printf("Vowel letter");break;

        case 'i':
            printf("Vowel letter");break;
```

```c
        case 'o':

            printf("Vowel letter");break;


        case 'u':

            printf("Vowel letter");break;


        default:

            printf("Not a vowel letter");break;
    }
    return 0;
}
```

5)

```c
#include <stdio.h>

#include <stdlib.h>


int main()

{

    int month;


    printf("Enter month number: ");
```

```c
scanf("%d",&month);

switch(month)

{

    case 1:

        printf("January has 31 days"); break;


    case 2:

        printf("February has 28 days");break;


    case 3:

        printf("March has 31 days");break;


    case 4:

        printf("April has 30 days");break;


    case 5:

        printf("May has 31 days");break;


    case 6:

        printf("June has 30 days");break;


    case 7:
```

```c
            printf("July has 31 days");break;


        case 8:

            printf("August has 31 days");break;


        case 9:

            printf("September has 30 days");break;


        case 10:

            printf("October has 31 days");break;


        case 11:

            printf("November has 30 days");break;


        case 12:

            printf("December has 31 days");break;


        default:("Invalid number"); break;
    }
    return 0;


}
```