

Assignment - 9

1 #include <stdio.h>

int main()

{

int m;

printf ("Enter a month number between 1 to 12");

scanf ("%d", &m);

switch (m)

{

case 1 :

printf ("31 days");

break;

case 2 :

printf ("28 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 :

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 month number");

3. #include <stdio.h>

int main()

{

int d

printf(" Enter a day Number of a week ");
scanf("%d", &d);

switch(d)

{

case 1:

printf(" Mex its Monday");

break;

case 2 :

printf (" Hey its Tuesday ");
break;

case 3 :

printf (" Hey its Wednesday ");
break;

case 4 :

printf (" Hey its Thursday ");
break;

case 5 :

printf (" Hey its Friday ");
break;

case 6 :

printf (" Hey its Saturday ");
break;

case 7 :

printf (" Hey its Sunday or funday ");
break;

default :

printf (" Invalid day number ");

3

#include <stdlib.h>

4- #include <stdio.h>

int main()

5

int s1, s2, s3, s4;

while(1)

6

```

printf ("\n). To check isosceles Triangle or not");
printf ("\n 2. To check right angled triangle or not");
printf ("\n 3. To check equilateral triangle or not");
printf ("\n 4. Exit");
printf ("\n\n Enter your choice");
scanf ("%d", &x);

```

switch (x)

S

case 1 :

```

printf ("Enter three sides");
scanf ("%d %d %d", &s1, &s2, &s3);
if (s1 == s2 || s2 == s3 || s3 == s1)
    printf (" Isosceles Triangle");
else
    printf (" Not a Isosceles Triangle");
break;

```

case 2 :

```

printf ("Enter three sides");
scanf ("%d %d %d", &s1, &s2, &s3);
if ((s1 * s1) + (s2 * s2) == (s3 * s3) || (s1 * s1) + (s3 * s3) == (s2 * s2) || (s2 * s2) + (s3 * s3) == (s1 * s1))
    printf (" Right angle Triangle");
else
    printf (" Not a right angle Triangle");
break;

```

case 3 :

```

printf ("Enter three sides");
scanf ("%d %d %d", &s1, &s2, &s3);
if (s1 == s2 && s2 == s3 && s3 == s1)
    printf (" Equilateral Triangle");

```

else

printf(" Not a Equilateral Triangle");

break;

case 4 :

exit(0);

default :

printf(" Invalid choice");

} // end of switch

} // end of while

3

5.

#include<stdio.h>

int main()

{

int var(87, "I am a boy")

printf("Enter a number\n");

scanf("%d", &var);

switch (var)

{

case 1 :

printf(" Good");

break;

case 2 :

printf(" better");

break;

case 3 :

```
printf(" best");
break;
```

case 4 :

```
default;
```

```
printf(" Invalid");
```

3

3

Qn-6. #include <stdio.h>

int main()

{

```
int y;
```

```
printf(" Enter a year number");
```

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

```
if (y % 400 == 0 || y % 4 == 0)
```

```
y = 1;
```

else

```
y = 2;
```

switch (y)

{

case 1 :

```
printf(" Leap year");
```

```
break;
```

case 2 :

```
printf(" Not a Leap year");
```

```
break;
```

}

3

Q-8 #include <stdio.h>

int main()

{

int y;

printf ("Enter a number");

scanf ("%d", &y);

switch (y > 0)

{

case 1 :

y = y * (-1);

printf ("%d", y);

break;

case 0 :

y = y * (-1);

printf ("%d", y);

break;

}

}

Q-9 - #include <stdio.h>

int main()

{

int y;

printf ("Enter an even number");

scanf ("%d", &y);

switch (y % 2)

{

case 0 :

```
y = y + 1;
printf ("%d", y);
break;
```

case 1 :

```
printf ("%d is not an even number", y);
```

3

y

7- #include <stdio.h>

int main()

{

```
int x; float y;
printf ("Enter No. of Units");
scanf ("%d", &x);
```

switch(x)

{

case 1 ... 50%

```
y = x * 6.50;
```

```
printf ("Your Elec. bill is %.f", y);
```

break;

case 51 ... 100%

```
y = x * 0.75;
```

```
printf ("Your Elec. bill is %.f", y);
```

break;

case 101 ... 250%

```
y = x * 1.20;
```

```
printf ("Your Elec. bill is %.f", y);
```

break;

default:

$$y = x * 1.50 ;$$

$$y = (x * 20) / 100 ;$$

printf("Your Elec. bill is %.f", y);