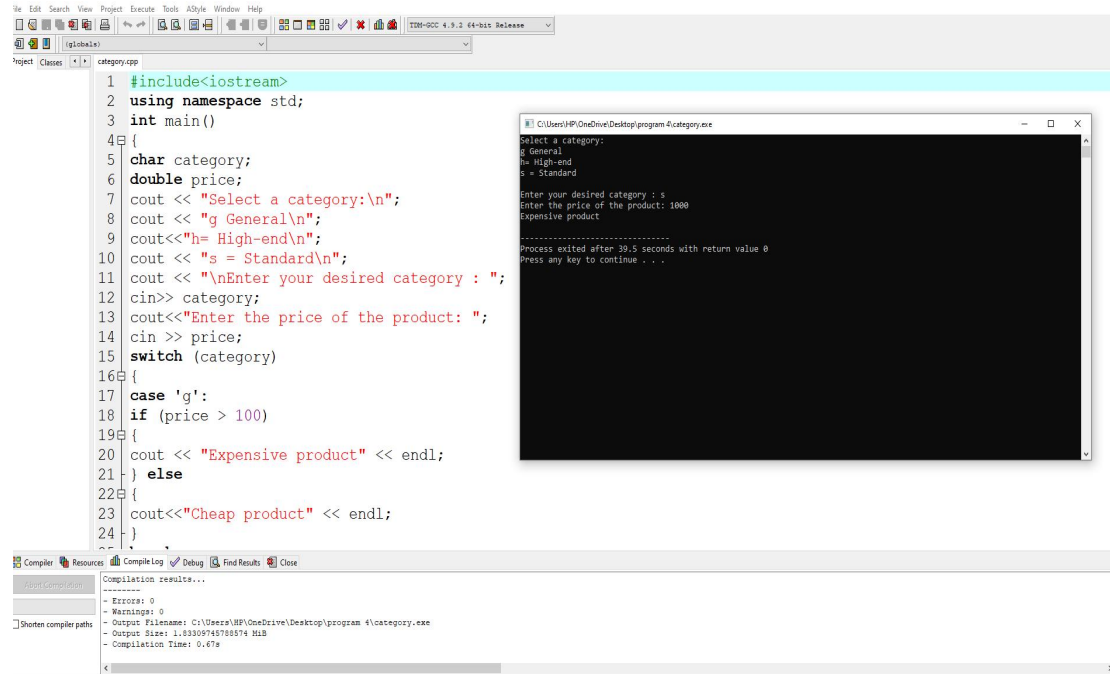


Task no 1



The screenshot shows a C++ IDE with the following code in `category.cpp`:

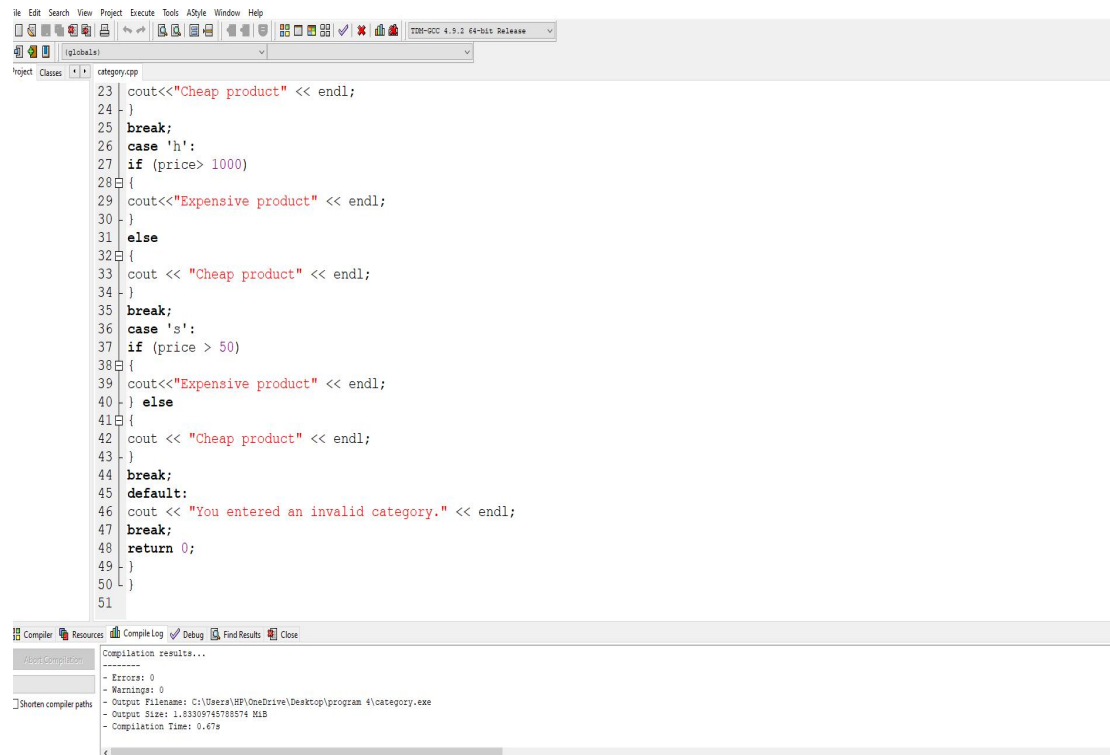
```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     char category;
6     double price;
7     cout << "Select a category:\n";
8     cout << "g General\n";
9     cout<<"h= High-end\n";
10    cout << "s = Standard\n";
11    cout << "\nEnter your desired category : ";
12    cin>> category;
13    cout<<"Enter the price of the product: ";
14    cin >> price;
15    switch (category)
16    {
17        case 'g':
18            if (price > 100)
19            {
20                cout << "Expensive product" << endl;
21            } else
22            {
23                cout<<"Cheap product" << endl;
24            }
25    }
```

The execution output window shows the following text:

```
Select a category:
g general
h= High-end
s = Standard

Enter your desired category : s
Enter the price of the product: 1000
Expensive product

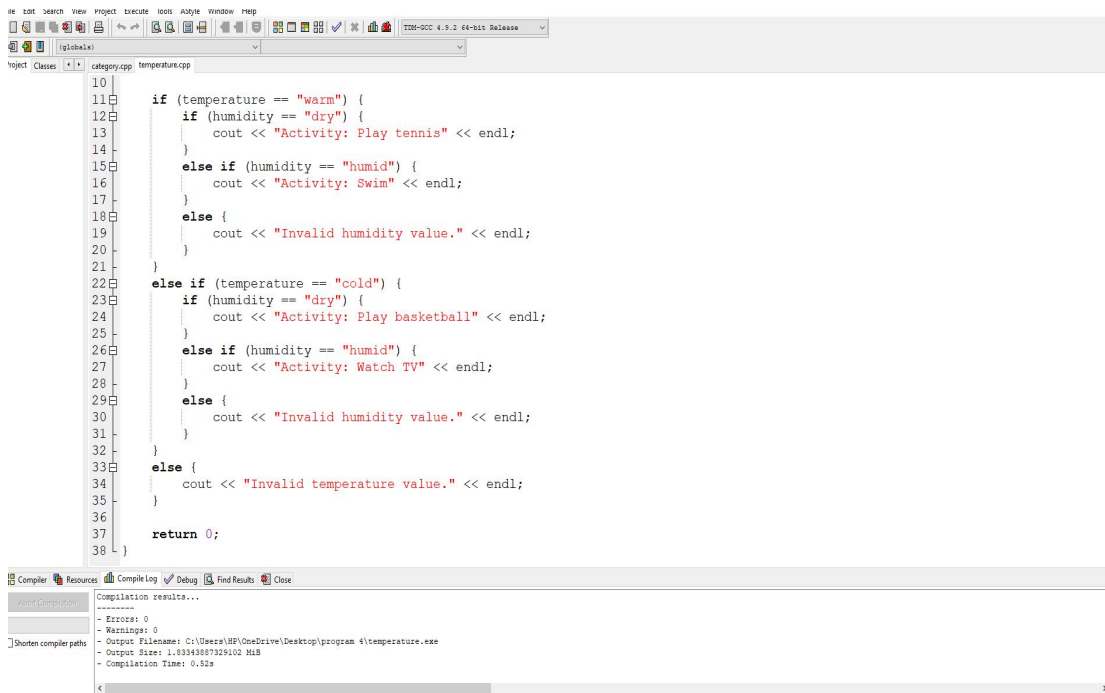
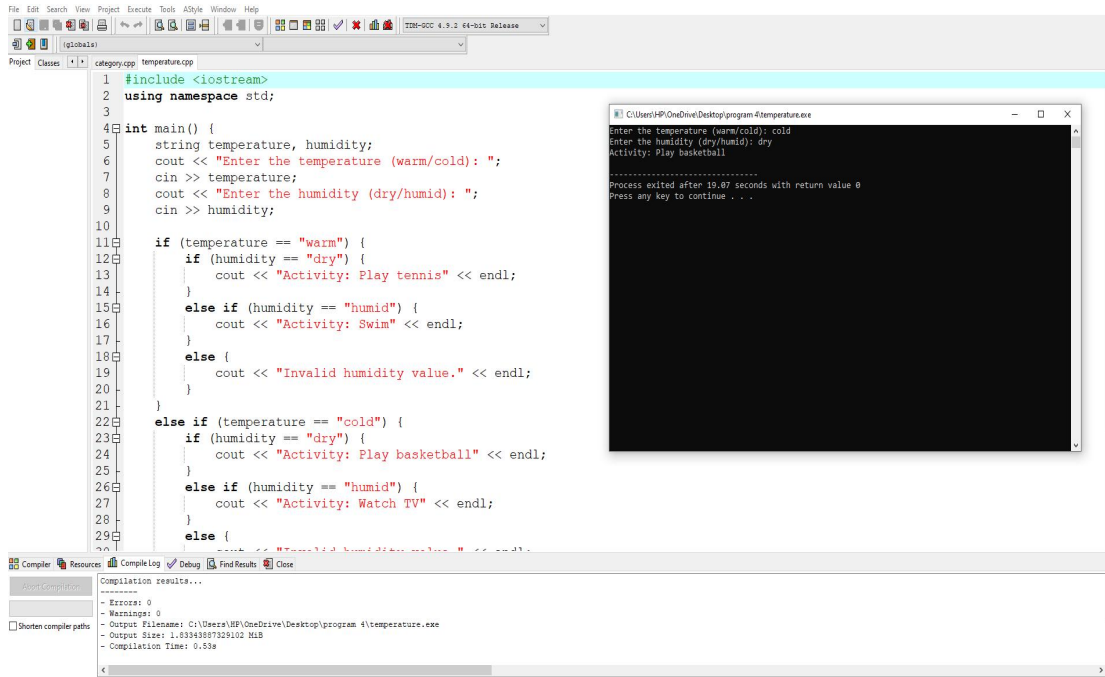
Process exited after 39.8 seconds with return value 0
Press any key to continue . . .
```



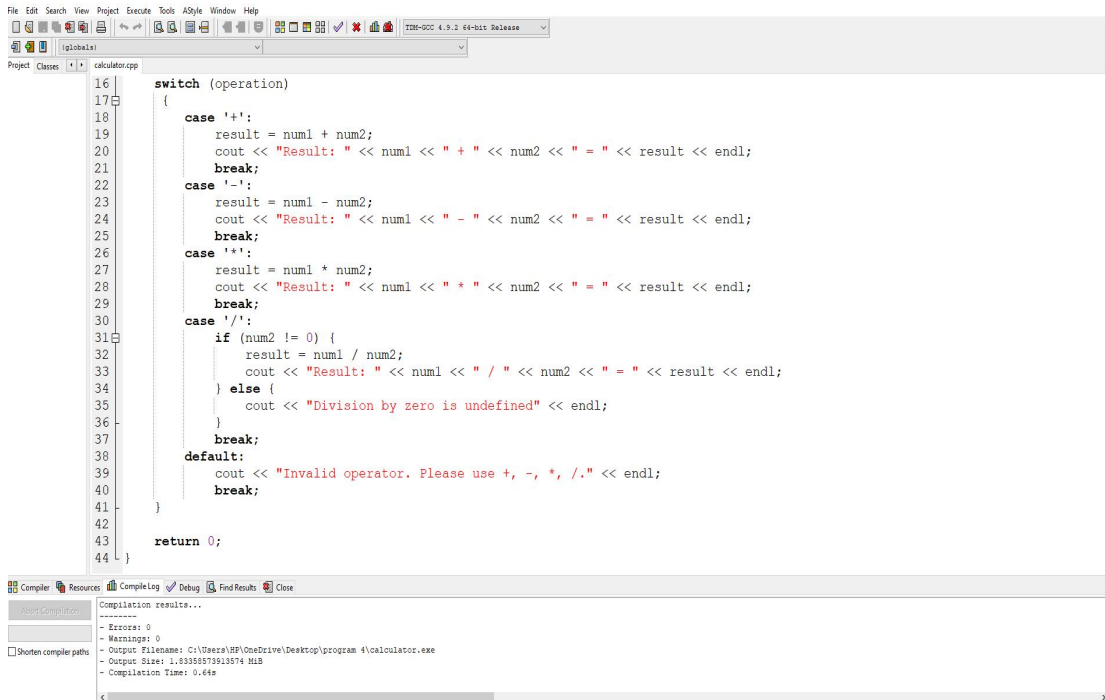
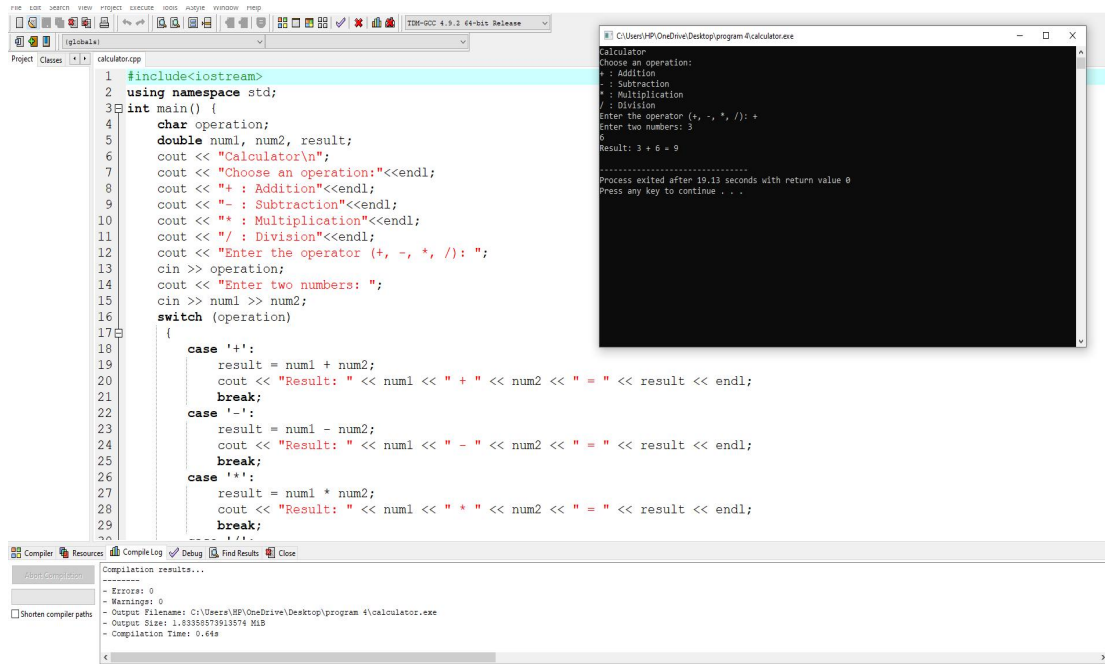
The screenshot shows the same C++ IDE with the updated code in `category.cpp`:

```
23 cout<<"Cheap product" << endl;
24 }
25 break;
26 case 'h':
27     if (price> 1000)
28     {
29         cout<<"Expensive product" << endl;
30     }
31     else
32     {
33         cout << "Cheap product" << endl;
34     }
35     break;
36     case 's':
37         if (price > 50)
38         {
39             cout<<"Expensive product" << endl;
40         } else
41         {
42             cout << "Cheap product" << endl;
43         }
44         break;
45     default:
46         cout << "You entered an invalid category." << endl;
47         break;
48     return 0;
49 }
50 }
51 }
```

Task no 2



Task no 3



Task no 4

The screenshot shows the Visual Studio IDE with the file `bank services.cpp` open. The code defines a `main` function that initializes a `service` character and a `balance` of 20000.0. It uses a `switch` statement to handle different service options: 'D' for Deposit, 'W' for Withdraw, and 'T' for Transfer. The `case 'D':` block calculates a 0.005 charge on the deposit amount and updates the balance. The `case 'W':` block calculates a 0.015 charge on the withdrawal amount and updates the balance. The `case 'T':` block calculates a 0.025 charge on the transfer amount and updates the balance. The `default:` block handles invalid service options. The `main` function returns 0.

```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     char service;
6     double amount, balance=20000.0;
7     double charges, finalAmount;
8     cout << "Welcome to the Bank Services Menu\n";
9     cout << "Choose a service:"<<endl;
10    cout << "D = Deposit"<<endl;
11    cout << "W = Withdraw"<<endl;
12    cout << "T = Transfer"<<endl;
13    cout << "Enter the service you want to avail (D/W/T): ";
14    cin >> service;
15    cout << "Enter the amount: ";
16    cin >> amount;
17    switch (service)
18    {
19        case 'D':
20            charges = 0.005 * amount;
21            finalAmount = amount - charges;
22            balance += finalAmount;
23            cout << "You deposited: " << finalAmount << " after 0.5% charges" << charges <<endl;
24            cout << "Total remaining balance: " << balance << endl;
25            break;
26        case 'W':
27            charges = 0.015 * amount;
28            if (amount + charges <= balance)
29            {
30                finalAmount = amount + charges;
31                balance -= finalAmount;
32                cout << "You withdrew: " << amount << " with 1.5% charges" << charges<<endl ;
33                cout << "Total remaining balance: " << balance << endl;
34            }
35            else {
36                cout << "Insufficient balance for withdrawal.";
37            }
38            break;
39        case 'T':
40            charges = 0.025 * amount;
41            if (amount + charges <= balance) {
42                finalAmount = amount + charges;
43                balance -= finalAmount;
44                cout << "You transferred: " << amount << " with 2.5% charges" << charges<<endl;
45                cout << "Total remaining balance: " << balance << endl;
46            }
47            else {
48                cout << "Insufficient balance for transfer.\n";
49            }
50            break;
51        default:
52            cout << "Invalid service option selected.\n";
53            break;
54    }
55    return 0;
56 }
```

The execution output shows the program running and displaying the menu. The user enters 'D' for Deposit and 10000 for the amount. The program calculates a 0.5% charge (50) and updates the balance to 9500. The output is:

```
Welcome to the Bank Services Menu
Choose a service:
D = Deposit
W = Withdraw
T = Transfer
Enter the service you want to avail (D/W/T): D
Enter the amount: 10000
You deposited: 10000 with 0.5% charges 50
Total remaining balance: 9500
Press any key to continue . . .
```

The screenshot shows the Visual Studio IDE with the file `bank services.cpp` open. The code defines a `main` function that initializes a `service` character and a `balance` of 20000.0. It uses a `switch` statement to handle different service options: 'D' for Deposit, 'W' for Withdraw, and 'T' for Transfer. The `case 'D':` block calculates a 0.005 charge on the deposit amount and updates the balance. The `case 'W':` block calculates a 0.015 charge on the withdrawal amount and updates the balance. The `case 'T':` block calculates a 0.025 charge on the transfer amount and updates the balance. The `default:` block handles invalid service options. The `main` function returns 0.

```
28     if (amount + charges <= balance)
29     {
30         finalAmount = amount + charges;
31         balance -= finalAmount;
32         cout << "You withdrew: " << amount << " with 1.5% charges" << charges<<endl ;
33         cout << "Total remaining balance: " << balance << endl;
34     }
35     else {
36         cout << "Insufficient balance for withdrawal.";
37     }
38     break;
39     case 'T':
40     charges = 0.025 * amount;
41     if (amount + charges <= balance) {
42         finalAmount = amount + charges;
43         balance -= finalAmount;
44         cout << "You transferred: " << amount << " with 2.5% charges" << charges<<endl;
45         cout << "Total remaining balance: " << balance << endl;
46     }
47     else {
48         cout << "Insufficient balance for transfer.\n";
49     }
50     break;
51     default:
52     cout << "Invalid service option selected.\n";
53     break;
54 }
55 return 0;
56 }
```

The execution output shows the program running and displaying the menu. The user enters 'W' for Withdraw and 10000 for the amount. The program calculates a 1.5% charge (150) and updates the balance to 9500. The output is:

```
Welcome to the Bank Services Menu
Choose a service:
D = Deposit
W = Withdraw
T = Transfer
Enter the service you want to avail (D/W/T): W
Enter the amount: 10000
You withdrew: 10000 with 1.5% charges 150
Total remaining balance: 9500
Press any key to continue . . .
```

Task no 5

The screenshot displays a C++ IDE with a source code editor, a compiler output window, and a console window.

Source Code (switch_stat.cpp):

```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     int num;
6     cout << "Enter a number: ";
7     cin >> num;
8     switch (num)
9     {
10        case 1:
11            cout << "Alpha";
12            break;
13        case 2:
14            cout << "Beta";
15            break;
16        case 3:
17            cout << "Gamma";
18            break;
19        default:
20            cout << "Other";
21            break;
22    }
23
24    return 0;
25 }
```

Compiler Output:

```
Compilation results...
-----
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\HP\OneDrive\Desktop\program 4\switch_stat.exe
- Output Size: 1,832,432,101,440 B
- Compilation Time: 0.53s
```

Console Output:

```
C:\Users\HP\OneDrive\Desktop\program 4\switch_stat.exe
Enter a number: 2
Beta
-----
Process exited after 9.815 seconds with return value 0
Press any key to continue . . .
```