Q.1)week days

#include<stdio.h>

int main(){

int num;

printf("enter the value of num ");

scanf("%d",&num);

if(num==1){

printf("Sunday");

}

else if(num==2){

printf("Monday");

}

else if(num==3){

printf("Tuesday");

}

else if(num==4){

printf("Wednesday");

}else if(num==5){

printf("Thuesday");

}else if(num==6){

printf("Friday");

}else if(num==7){

printf("Saturday");

}

else {

printf("not match ");

}

return 0;

}

-------------------------------------------------------------

Q.2)month print

total 12

#include<stdio.h>

int main(){

int num;

printf("enter the value of num ");

scanf("%d",&num);

if(num==1){

printf("january");

}

else if(num==2){

printf("February");

}

else if(num==3){

printf("March");

}

else if(num==4){

printf("April");

}else if(num==5){

printf("may");

}else if(num==6){

printf("June");

}else if(num==7){

printf("July");

}else if(num==8){

printf("August");

}else if(num==9){

printf("September");

}else if(num==10){

printf("October");

}else if(num==11){

printf("November");

}else if(num==12){

printf("December");

}

else {

printf("not match ");

}

return 0;

}

-------------------------------------------------------------

Q.3)number system

1-->10

#include<stdio.h>

int main(){

int num;

printf("enter the value of num ");

scanf("%d",&num);

if(num==1){

printf("one");

}

else if(num==2){

printf("Twe");

}

else if(num==3){

printf("Three");

}

else if(num==4){

printf("Four");

}else if(num==5){

printf("Five");

}else if(num==6){

printf("Six");

}else if(num==7){

printf("Seven");

}else if(num==8){

printf("Eigt");

}else if(num==9){

printf("Nine");

}else if(num==10){

printf("Ten");

}else {

printf("not match ");

}

return 0;

}

-------------------------------------------------------------

Q.4

#include<stdio.h>

int main(){

char a;

printf("enter the value of a");

scanf("%c",&a);

if(a ='a'){

printf("Apple");

}else if(a ='b'){

printf("Ball");

}else if(a ='c'){

printf("Cat");

}else if(a ='d'){

printf("Dog");

}else{

printf("not match");

}

return 0;

}

-------------------------------------------------------------

Q.5)vowel and consoant if else if

a , e , i , o , u

#include<stdio.h>

int main(){

char a;

printf("enter the value of a ");

scanf("%c",&a);

if(a='a'){

printf("vowel");

}else if(a='e'){

printf("vowel");

}else if(a='i'){

printf("vowel");

}else if(a='o'){

printf("vowel");

}else if(a='u'){

printf("vowel");

}else{

printf("consoant");

}

return 0;

}

-------------------------------------------------------------

Q.6 a,b,c,d :upper line

#include<stdio.h>

int main(){

char a;

printf("enter the value of a ");

scanf("%c",&a);

if(a =='a'|| a =='b'|| a =='c'|| a =='d'){

printf("first line");

}else if (a=='e'||a=='f'||a=='g'||a=='h'){

printf("secoend line");

}else if(a=='i'||a=='j'||a=='k'||a=='L'){

printf("third line");

}else{

printf("no");

}

return 0;

}

-------------------------------------------------------------

Q.7 q,w,e,r,t,y,u,i,o,p :upper line

#include<stdio.h>

int main(){

char a;

printf("enter the value of a ");

scanf("%c",&a);

if(a =='q'|| a =='w'|| a =='e'|| a =='r'||a=='t'||a =='y'||a=='u'){

printf(" upper line");

}else if (a=='e'||a=='f'||a=='g'||a=='h'){

printf("mid line");

}else if(a=='i'||a=='j'||a=='k'||a=='L'){

printf("lower line");

}else{

printf("no");

}

return 0;

}

-------------------------------------------------------------

Q.8 p,e,a,k :peak

#include<stdio.h>

int main(){

char a;

printf("enter the value of a ");

scanf("%c",&a);

if(a =='p'|| a =='e'|| a =='a'|| a =='k'){

printf("Peak");

}else if (a=='a'||a=='p'||a=='p'||a=='l'|| a=='e'){

printf("Apple");

}else if(a=='c'||a=='a'||a=='t'){

printf("cat");

}else{

printf("no");

}

return 0;

}

-------------------------------------------------------------

Q.7 11--->20 between number

input mismatch

#include<stdio.h>

int main(){

int a;

printf("enter the value of a ");

scanf("%d",&a);

if(a>=1 && a<=10){

printf("this number is between 11 to 20");

}else if(a>11 && a<=20){

printf ("between 11 to 20");

}else if(a>21 && a<=30){

printf("between 21 to 30");

}

else{

printf("input not valid ");

}

return 0;

}

-------------------------------------------------------------

Q.number :2,3,4,5

2 :divide by 2

3 :divide by 3

4 :divide by 4

5 :divide by 5

#include<stdio.h>

int main(){

int a;

printf("enter the value of a ");

scanf("%d",&a);

if(a/2){

printf("divide by 2");

}else if(a/3){

printf("divide by 3");

}else if(a/4){

printf("divide by 4");

}else if(a/5){

printf("divide by 5");

}else{

printf("input not match");

}

return 0;

}

-------------------------------------------------------------

Q.number :check

2 and 3 both (2 and 3 divisible)

4 and 5 (4 and divisible both)

2 and 3 anyone (2 and 3 divisible)

4 and 5 (4 and divisible anyone)

input mismatch

#include<stdio.h>

int main(){

int a;

printf("enter the value a ");

scanf("%d",&a);

if(a%2==0 && a%3==0){

printf("2 and 3 divisible");

}else if(a%4==0 ||a%5==0){

printf("4 and 5 divisible")

}else{

printf("not match");

}

}

-------------------------------------------------------------

Q.a :two number addition

s :two number substraction

m:two number multiplication

d :two number divide

o :modular

#include<stdio.h>

int main(){

char a;

printf("enter the value of a ");

scanf("%c",&a);

if(a=='a'){

int b,c,d;

printf("two number addition b and c");

scanf("%d %d",&b,&c);

d=b+c;

printf("%d",d);

}else if (a=='s'){

int b,c,d;

printf("two number substraction b and c");

scanf("%d %d",&b,&c);

d=b+c;

printf("%d",d);

}else if (a=='m'){

int b,c,d;

printf("two number multiplication b and c");

scanf("%d %d",&b,&c);

d=b\*c;

printf("%d",d);

}else if (a=='d'){

int b,c,d;

printf("two number multiplication b and c");

scanf("%d %d",&b,&c);

d=b/c;

printf("%d",d);

}else if (a=='o'){

int b,c,d;

printf("two number multiplication b and c");

scanf("%d %d",&b,&c);

d=b%c;

printf("%d",d);

}else{

printf("not match");

}

return 0;

}