

2. An instructor tries to make a connection between the direction and the angles written on a circle. Her initial goal is to teach them the relationship between the angles that represent East, North, West, and South, respectively. To visually represent the direction that corresponds to the angle entered, write a program that uses a selection statement.

```
#include <stdio.h>

int main() {
    int angle;

    printf("Enter the angle: ");
    scanf("%d", &angle);

    // Adjust angle if greater than 360
    angle = angle % 360;

    if (angle == 0) {
        printf("Direction: East\n");
    }
    else if (angle == 90) {
        printf("Direction: North\n");
    }
    else if (angle == 180) {
        printf("Direction: West\n");
    }
    else if (angle == 270) {
        printf("Direction: South\n");
    }
    else {
        printf("Invalid direction angle\n");
    }

    return 0;
}
```