

Practical Number 04

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Q1. #include <stdio.h>

int main () {

    int num, ans;

    printf("Enter a number: ");
    scanf("%d", &num);

    ans = num % 2;

    switch (ans)
    {
        case 0:
            ans = 0;
            printf("Even number");
            break;

        case 1:
            ans != 0;
            printf("Odd number");
            break;

        default:
            break;
    }
}
```

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Q2. #include <stdio.h>
#include <stdlib.h>
#include <math.h>

int main () {

    int num1, num2, ans;
    int operator;

    printf("Enter first number: ");
    scanf("%d", &num1);

    printf("Enter second number: ");
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scanf("%d", &num2);

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:
    ans = num1 + num2;
    printf("Addition = %d", ans);
    break;

case 2:
    ans = num1 - num2;
    printf("Subtraction = %d", ans);
    break;

case 3:
    ans = num1 * num2;
    printf("Multiplication = %d", ans);
    break;

case 4:
    ans = num1 / num2;
    printf("Division = %d", ans);

default:
    break;
}

return 0;
}

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Q3

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#include <stdio.h>

int main () {

    int operator;
    float ans, radius;

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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) {

    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;
}

```

Q4

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#include <stdio.h>

int main () {

    char character;

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

    switch (character) {

        case 'a':

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        printf("Vowel letter");
        break;

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

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

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

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

    default:
        printf("Not a vowel letter");
        break;
}

return 0;
}

```

Q5.

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#include <stdio.h>

int main () {

    int month;

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

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    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:
        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:
        break;
}

return 0;
}
```