**C program to validate operators.**

Program:

#include<stdio.h> #include<conio.h> void main()

{

char s[5];

clrscr();

printf("\n Enter any operator:"); gets(s);

switch(s[0])

{

case'>': if(s[1]=='=')

printf("\n Greater than or equal"); else

printf("\n Greater than"); break;

case'<': if(s[1]=='=')

printf("\n Less than or equal"); else

printf("\nLess than"); break;

case'=': if(s[1]=='=') printf("\nEqual to");

else printf("\nAssignment"); break; case'!': if(s[1]=='=')

printf("\nNot Equal"); else

printf("\n Bit Not"); break;

case'&': if(s[1]=='&')

printf("\nLogical AND"); else

printf("\n Bitwise AND"); break;

case'|': if(s[1]=='|') printf("\nLogical OR"); else

printf("\nBitwise OR"); break;

case'+': printf("\n Addition"); break;

case'-': printf("\nSubstraction"); break;

case'\*': printf("\nMultiplication"); break;

case'/': printf("\nDivision");

break;

case'%': printf("Modulus"); break;

default: printf("\n Not a operator");

}

getch();

}

Sample Input & Output:

Input

Enter any operator: \* Output Multiplication