

Tasks Lab 3:

- **Perform the first 3 tasks within the lab for Attendance. The rest are allowed to be submitted on the following Weekend (on google classroom).**
- **Perform all of the tasks within the lab for a possible bonus at the end of the semester.**
- **All questions carry equal weightage/ marks.**

Task 1:

Write a C program to calculate the area of a shape. Prompt the user to the type of shape he wants to calculate the area or volume of, enter the required parameters of the shape, and then compute and display its area or volume.

Task 2:

Implement a C program that takes an integer input from the user and checks if it's positive, negative, or zero. Print an appropriate message based on the input.

Task 3:

Develop a C program that prompts the user to enter a number between 1 and 7, representing the days of the week. Use a switch statement to print the corresponding day name (e.g., 1 for "Sunday", 2 for "Monday", etc.).

Task 4:

Write a C program to simulate a basic ATM machine. The program should prompt the user to enter their PIN. If the entered PIN matches a predefined value, display a menu with options to check balance, withdraw money, deposit money, or exit. Implement the necessary logic for each option using nested if-else statements. Ensure to handle cases where the user enters an incorrect PIN or tries to withdraw more money than available balance.

Task 5:

Develop a C program to manage a library system. The program should have options to add new books, remove books, and display the number of books available in the library. Use nested switch statements to implement the menu-driven functionality efficiently. Also prompt a user to login with predefined credentials, and any fines if has any dues.