

Practical No:04

Selection control structures

Question 01:

Method 01 -

```
#include <stdio.h>

int main() {
    int number;

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

    if (number%2==0){
        printf("The entered value is an EVEN NUMBER");
    }else {
        printf("The entered value is ODD NUMBER");
    }
    return 0;
}
```

Method 02 -

```
#include <stdio.h>

int main() {
    int number;

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

    number%=2;

    switch (number){
        case 0:
            printf("The number you entered is an EVEN NUMBER");
            break;

        default :
            printf("The number you entered is an ODD NUMBER");
            break;
    }
}
```

```

    }
    return 0;
}

```

Question 02:

```

#include <stdio.h>

```

```

int main() {
    int selection;
    float numberOne,numberTwo,solution;

    printf ("Select the mathematical operator to perform the calculation,\n+ - Enter 1\n- -
Enter 2\n* - Enter 3\n/ - Enter 4\n");
    scanf("%d",&selection);
    printf("Enter the two numbers: ");
    scanf("%f %f",&numberOne,&numberTwo);

    switch (selection){
// (+)
    case 1:
        solution=numberOne+numberTwo;
        break;
// (-)
    case 2:
        solution=numberOne-numberTwo;
        break;
// (+)
    case 3:
        solution=numberOne*numberTwo;
        break;
// (+)
    case 4:
        solution=numberOne/numberTwo;
        break;
    }
    printf("The solution is %.2f",solution);
    return 0;
}

```

Question 03:

```

int main() {
    char operation[30];

```

```

float radius,solution;
printf("Enter the operation that you want to perform (Find the
AREA,VOLUME,CIRCUMFERENCE");
scanf("%s",&operation);
printf("Enter the radius of the sphere: ");
scanf("%f",& radius);

switch (operation) {
    case "AREA":
        solution=3.14*pow(radius,2);
        break;
    case "VOLUME":
        solution=4/3*3.14*pow(radius,3);
        break;
    case "CIRCUMFERENCE":
        solution=2*3.14*radius;
        break;
}
printf("Solution is %f",solution);
return 0;
}

```

Question 04:

```
#include <stdio.h>
```

```

int main() {
    char letter;

    printf("Enter a English letter: ");
    scanf("%c",&letter);

    switch (letter){
        case 'A':
            printf("%c is vowel letter",letter);
            break;
        case 'E':
            printf("%c is vowel letter",letter);
            break;
        case 'I':
            printf("%c is vowel letter",letter);
            break;
        case 'O':

```

```

        printf("%c is vowel letter",letter);
        break;
    case 'U':
        printf("%c is vowel letter",letter);
        break;
    default:
        printf("%c is NOT vowel letter",letter);
        break;
    }
    return 0;
}

```

Question 05:

```
#include <stdio.h>
```

```

int main() {
    int month;

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

    switch (month) {
        case 1:
            month=31;
            break;
        case 2:
            month=28;
            break;
        case 3:
            month=31;
            break;
        case 4:
            month=30;
            break;
        case 5:
            month=31;
            break;
        case 6:
            month=30;
            break;
        case 7:
            month=31;

```

```
        break;
        case 8:
            month=31;
            break;
        case 9:
            month=30;
            break;
        case 10:
            month=31;
            break;
        case 11:
            month=30;
            break;
        case 12:
            month=31;
            break;
    }
    printf ("%d",month);
    return 0;
}
```