C Programs using Switch-Case

1. Day of Week Program

```
#include <stdio.h>
int main() {
    int day;
    printf("Enter day number (1-7): ");
    scanf("%d", &day);

    switch(day) {
        case 1: printf("Monday\n"); break;
        case 2: printf("Tuesday\n"); break;
        case 3: printf("Wednesday\n"); break;
        case 4: printf("Thursday\n"); break;
        case 5: printf("Friday\n"); break;
        case 6: printf("Saturday\n"); break;
        case 7: printf("Sunday\n"); break;
        default: printf("Invalid day!\n");
    }
    return 0;
}
```

2. Month Name Program

```
#include <stdio.h>
int main() {
    int month;
    printf("Enter month number (1-12): ");
    scanf("%d", &month);

    switch(month) {
        case 1: printf("January\n"); break;
        case 2: printf("February\n"); break;
        case 3: printf("March\n"); break;
        case 4: printf("April\n"); break;
        case 5: printf("May\n"); break;
        case 6: printf("June\n"); break;
        case 7: printf("July\n"); break;
        case 8: printf("August\n"); break;
        case 9: printf("September\n"); break;
        case 10: printf("October\n"); break;
        case 11: printf("November\n"); break;
        case 12: printf("December\n"); break;
        default: printf("Invalid month!\n");
    }
    return 0;
}
```

3. Simple Calculator

```
#include <stdio.h>
int main() {
    int choice;
    float a, b;
    printf("1. Add\n2. Subtract\n3. Multiply\n4. Divide\n");
    printf("Enter your choice: ");
    scanf("%d", &choice);

    printf("Enter two numbers: ");
    scanf("%f %f", &a, &b);

    switch(choice) {
        case 1: printf("Sum = %.2f\n", a+b); break;
        case 2: printf("Difference = %.2f\n", a-b); break;
        case 3: printf("Product = %.2f\n", a*b); break;
        case 4:
```

```
            if(b != 0) printf("Quotient = %.2f\n", a/b);
            else printf("Error! Division by 0.\n");
            break;
        default: printf("Invalid choice!\n");
    }
    return 0;
}
```

4. Grade System

```
#include <stdio.h>
int main() {
    char grade;
    printf("Enter grade (A, B, C, D, F): ");
    scanf(" %c", &grade);

    switch(grade) {
        case 'A': printf("Excellent!\n"); break;
        case 'B': printf("Good!\n"); break;
        case 'C': printf("Average!\n"); break;
        case 'D': printf("Below Average!\n"); break;
        case 'F': printf("Fail!\n"); break;
        default: printf("Invalid grade!\n");
    }
    return 0;
}
```

5. Traffic Light System

```
#include <stdio.h>
int main() {
    char color;
    printf("Enter traffic light color (R/G/Y): ");
    scanf(" %c", &color);

    switch(color) {
        case 'R': case 'r': printf("STOP!\n"); break;
        case 'G': case 'g': printf("GO!\n"); break;
        case 'Y': case 'y': printf("WAIT!\n"); break;
        default: printf("Invalid color!\n");
    }
    return 0;
}
```

6. Vowel or Consonant

```
#include <stdio.h>
int main() {
    char ch;
    printf("Enter a character: ");
    scanf(" %c", &ch);

    switch(ch) {
        case 'a': case 'e': case 'i': case 'o': case 'u':
        case 'A': case 'E': case 'I': case 'O': case 'U':
            printf("Vowel\n"); break;
        default:
            printf("Consonant\n");
    }
    return 0;
}
```

7. Even or Odd

```
#include <stdio.h>
int main() {
    int num;
    printf("Enter a number: ");
```

```
    scanf("%d", &num);

    switch(num % 2) {
        case 0: printf("Even\n"); break;
        case 1: printf("Odd\n"); break;
    }
    return 0;
}
```

8. Area Calculator

```
#include <stdio.h>
int main() {
    int choice;
    float r, l, b, s;
    printf("1. Circle\n2. Rectangle\n3. Square\n");
    printf("Enter your choice: ");
    scanf("%d", &choice);

    switch(choice) {
        case 1:
            printf("Enter radius: ");
            scanf("%f", &r);
            printf("Area = %.2f\n", 3.14*r*r);
            break;
        case 2:
            printf("Enter length and breadth: ");
            scanf("%f %f", &l, &b);
            printf("Area = %.2f\n", l*b);
            break;
        case 3:
            printf("Enter side: ");
            scanf("%f", &s);
            printf("Area = %.2f\n", s*s);
            break;
        default:
            printf("Invalid choice!\n");
    }
    return 0;
}
```

9. Currency Converter

```
#include <stdio.h>
int main() {
    int choice;
    float inr;
    printf("1. INR to USD\n2. INR to EUR\n3. INR to YEN\n");
    printf("Enter your choice: ");
    scanf("%d", &choice);

    printf("Enter amount in INR: ");
    scanf("%f", &inr);

    switch(choice) {
        case 1: printf("USD = %.2f\n", inr*0.012); break;
        case 2: printf("EUR = %.2f\n", inr*0.011); break;
        case 3: printf("YEN = %.2f\n", inr*1.73); break;
        default: printf("Invalid choice!\n");
    }
    return 0;
}
```

10. Mini ATM Program

```
#include <stdio.h>
int main() {
    int choice;
    float balance = 1000, amount;
    printf("1. Balance Check\n2. Withdraw\n3. Deposit\n4. Exit\n");
```

```
    printf("Enter your choice: ");
    scanf("%d", &choice);

    switch(choice) {
        case 1:
            printf("Current Balance = %.2f\n", balance);
            break;
        case 2:
            printf("Enter amount to withdraw: ");
            scanf("%f", &amount);
            if(amount <= balance) {
                balance -= amount;
                printf("Withdraw Successful. New Balance = %.2f\n", balance);
            } else {
                printf("Insufficient Balance!\n");
            }
            break;
        case 3:
            printf("Enter amount to deposit: ");
            scanf("%f", &amount);
            balance += amount;
            printf("Deposit Successful. New Balance = %.2f\n", balance);
            break;
        case 4:
            printf("Thank you! Exiting...\n");
            break;
        default:
            printf("Invalid choice!\n");
    }
    return 0;
}
```