

1.

```
#include <stdio.h>
int main()
{
    int num;

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

    if(num%2==0)
        printf("%d is even number",num);
    else
        printf("%d is odd number",num);
    return 0;
}
```

```
#include <stdio.h>
int main()
{
    int y,z;
    printf("Enter a number:");
    scanf("%d",&y);
    z=y%2;
    switch(z)
    {
        case 0:printf("y is even \n");break;
        default:printf("y is odd \n");
    }
    return 0;
}
```

2.

```
#include <stdio.h>
int main()
{
    int ch,n_1,n_2,add,sub,mult;
    float div;
    printf("Menu:\n");
    printf("1.Addition\n");
    printf("2.Subtraction\n");
    printf("3.multiplication\n");
    printf("4.Divition\n");
    printf("Enter your choice:\n");
    scanf("%d",&ch);
    printf("Enter first value:\n");
    scanf("%d",&n_1);
    printf("Enter second value:\n");
    scanf("%d",&n_2);
    add=n_1+n_2;
    sub=n_1-n_2;
    mult=n_1*n_2;
```

```

div=n_1/n_2;
switch(ch)
{
case 1:printf("addition = %d\n",add);break;
case 2:printf("subtraction = %d\n",sub);break;
case 3:printf("Multiplication = %d\n",mult);break;
default:printf("divition = %f\n",div);
}
return 0;
}

```

3.

```

#include <stdio.h>
int main()
{
int choice;
float c,r,a,v,x=3.14;
printf("Menu \n");
printf("1. Calculate the circumferece of a circle\n");
printf("2. Calculate Area\n");
printf("3.calculate volume\n");
printf("Enter your choice:\n");
scanf("%d",&choice);
printf("Enter radius:\n");
scanf("%f",&r);
if(choice==1)
{c=2*x*r;
printf("circumferece of a circle = %.2f\n",c);
}
else if(choice==2){
a=x*r*r;
printf("Area of a circle = %.2f\n",a);
}
else
{
v=(4.0/3.0)*x*r*r*r;
printf("volume of a circle = %.2f\n",v);
}
return 0;
}

```

4.

```

#include <stdio.h>
int main()
{
char v;
printf("Enter a character:\n");
scanf("%c",&v);
switch(v)
{
case 'a':printf("It is a vowel");break;
case 'e':printf("It is a vowel");break;
case 'i':printf("It is a vowel");break;

```

```
case 'o':printf("It is a vowel");break;
case 'u':printf("It is a vowel");break;
default:printf("It is not a vowel");
}
return 0;
}
```