

(Assignment - 9)

~~Q. main.c~~

Q.

①

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

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("enter a month number");
```

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

```
    switch(n)
```

```
    {
```

```
        case 1:
```

```
            if(n==1||n==3||n==5||n==7||n==8  
               ||n==10||n==12)
```

```
            {
```

```
                printf("month day is 31");  
                break;
```

```
            }
```

```
            if(n==4||n==6||n==9||n==11)
```

```
            {  
                printf("month day is 30");  
                break;
```

```
            }
```

```
            if(n==2)
```

```
                printf("month day is 28");
```

```
        default:
```

```
            printf("month number is invalid");
```

```
    }
```

```
    return 0;
```

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

```
int main()
```

```
{ int a,b,c, choice;
```

```
while(1)
```

```
{
```

```
printf("addition for 1");
```

```
printf("subtraction for 2");
```

```
printf("multiplication for 3");
```

```
printf("division for 4");
```

```
printf("Exit for 0");
```

```
printf("Enter a choice");
```

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

```
switch(choice)
```

```
{
```

```
case 1:
```

```
printf("Enter a two number");
```

```
scanf("%d %d", &a, &b);
```

```
c = a+b;
```

```
printf("sum = %d", c);
```

```
break;
```

```
case 2:
```

```
printf("Enter a two number");
```

```
scanf("%d %d", &a, &b);
```

```
c = a-b;
```

```
printf("subtraction = %d", c);
```

```
break;
```

```
case 3:
```

```
printf("Enter a two number");
```

```
scanf("%d %d", &a, &b);
```

```
c = a*b;
```

```
printf("multiply = %d", c);
```

```
break;
```

case 4:

```
printf("error a two number");
```

```
scanf("%d/%d", &a, &b);
```

```
c = a/b;
```

```
printf("division = %d", c);
```

```
break;
```

case 5:

```
exit(-1)
```

default:

```
printf("enter a valid choice");
```

```
}
```

```
}
```

```
return 0;
```

```
}
```

③ #include <stdio.h>

```
int main()
```

```
{ int choice;
```

```
printf("day 1 for");
```

```
printf("day 2 for");
```

```
printf("day 3");
```

```
printf("day 4");
```

```
printf("day 5");
```

```
printf("day 6");
```

```
printf("day 7");
```

```
printf("enter a choice");
```

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


switch (choice)

{

case 1:

printf("Today call Ramez h");
break;

case 2:

printf("Today meet Girlfriend");
break;

case 3:

printf("Today go to college");
break;

case 4:

printf("Today go to see movies");
break;

case 5:

printf("Today submit assignment");
break;

case 6:

printf("Today go to home");
break;

case 7:

printf("party with friend");
break;

default:

printf("Enter a valid day");

return 0;

}

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

```
{
    int choice, a, b, c;
    printf("check isosceles triangle or not 1");
    printf("check rightangle triangle or not 2");
    printf("check equilateral triangle or not 3");
    printf("enter choice");
    scanf("%d", &choice);
    switch(choice)
```

```
{
    case 1:
        printf("enter triangle side");
        scanf("%d %d %d", &a, &b, &c);
        if (a == b || b == c || c == a)
            printf("isosceles triangle");
        else
            printf("Not isosceles triangle");
        break;
```

```
case 2:
    printf("enter triangle side");
    scanf("%d %d %d", &a, &b, &c);
    if ((c2 == b2 + a2) || (b2 == a2 + c2) || (a2 == b2 + c2))
        printf("right angle triangle");
    else
        printf("Not right angle triangle");
    break;
```

case 3:

```
printf("Enter triangle side");  
scanf("%d%d%d", &a, &b, &c);  
If (a == b == c)  
    printf("equilateral triangle");  
else  
    printf("Not equilateral triangle");  
default:  
    printf("Enter valid side");  
}  
return 0;
```

⑤

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

```
int main()
```

```
{ int choice;
```

```
printf("for good: 1");
```

```
printf("for better: 2");
```

```
printf("for best: 3");
```

```
printf("Enter choice");
```

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

```
switch (choice)
```

```
{
```

```
case 1:
```

```
printf("Good");
```

```
break;
```

```
case 2:
```

```
printf("better");
```

```
break;
```


case 3:

```
printf("best");  
break;
```

```
default printf("invalid");
```

```
{
```

```
return 0;
```

```
}
```

```
(6) #include <stdio.h>  
int main()
```

```
{
```

```
int choice, year;
```

```
printf("check leap year : 1");
```

```
printf("enter choice");
```

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

```
switch(choice)
```

```
{
```

```
case 1:
```

```
printf("enter year");
```

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

```
If (year % 400 == 0)
```

```
printf("leap year");  
break
```

```
else If (year % 4 == 0)
```

```
printf("leap year");  
break;
```

```
else
```

```
printf("Not leap year");
```

```
default
```

```
printf("Not leap year");
```

```
{
```

```
}
```

⑦ #include <stdio.h>
int main()

```
{ int choice, Rup, Totalru, M;  
  printf("0.50 per unit : 1");  
  printf("for 0.75 per unit : 2");  
  printf("for 1.20 per unit : 3");  
  printf("for 1.50 per unit : 4");  
  printf("Enter choice");  
  scanf("%d", &choice);  
  switch(choice)  
  {
```

Case 1:

```
    int unit = 50;  
    int ru = 0.50;  
    Rup = unit * ru;  
    int total ru  $m = \frac{rup \times 20}{100}$ ;  
    Totalru = Rup + m;  
    printf("%d", Totalru);  
    break;
```

Case 2:

```
    int unit = 100;  
    int ru = 0.75;  
     $rup = unit \times ru$   
     $m = \frac{rup \times 100}{100}$ ;  
    Totalru = rup + m;  
    printf("%d", Totalru);  
    break;
```



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

```
{
```

```
    printf("Enter positive number")  
    case 1:
```

```
        printf("Enter positive number");  
        scanf("%d", &h);  
        printf("%d", -n);  
        break;
```

```
    case 2:
```

```
        printf("Enter negative number");  
        scanf("%d", &h);  
        printf("positive number = %d", -h);  
        break;
```

```
    default:
```

```
        printf("Enter valid choice");
```

```
}
```

```
return 0;
```

```
}
```

```
switch(choice)
{
    case 1
```

```
⑨ #include <stdio.h>
int main()
```

```
{
    int n, odd;
    switch(1)
```

```
{
    case 1:
```

```
    printf("enter even number");
```

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

```
    odd = n + 1;
```

```
    printf("%d", odd);
```

```
    break;
```

```
    default:
```

```
        printf("number is odd");
```

```
}
```

```
return 0;
```

```
}
```

```
⑩ #include <stdio.h>
int main()
```

```
{
    int a, b, c, m;
```

```
    switch(1)
```

```
{
```

```
    case 1:
```

```
        printf("enter the side of triangle");
```

```
        scanf("%d %d %d", &a, &b, &c);
```

If ($b^2 - 4ac \geq 0$)

printf("root are real");

$m = [-b + \sqrt{b^2 - 4ac}] / 2 \times a;$

$n = [-b - \sqrt{b^2 - 4ac}] / 2 \times a;$

printf("m=%d, n=%d", m, n);

break;

case 2:

printf("enter the side");

scanf("%d %d %d", &a, &b, &c);

If ($b^2 - 4ac = 0$)

printf("root are equal\n");

$m = [-b + \sqrt{b^2 - 4ac}] / 2 \times a;$

$n = [-b - \sqrt{b^2 - 4ac}] / 2 \times a;$

printf("m=%d, n=%d", m, n);

break;

case 3:

printf("enter the side");

scanf("%d %d %d", &a, &b, &c);

If ($b^2 - 4ac < 0$)

printf("root are imaginary");

$m = [-b + \sqrt{b^2 - 4ac}] / 2 \times a;$

$n = [-b - \sqrt{b^2 - 4ac}] / 2 \times a;$

~~print~~


```
printf("m <= 0 or n <= 0 or m < n");  
break;
```

default:

```
printf("is wrong thing to do");
```

```
return 0;
```

```
}
```

Case 3:

```
int unit = 100;  
int ru = 1.20;  
rup = unit * ru;  
m =  $\frac{rup \times 20}{100}$ ;  
totalru = rup + m;  
printf("%d", totalru);  
break;
```

Case 4:

```
int unit = 250;  
int ru = 1.50;  
rup = unit * ru;  
m =  $\frac{rup \times 20}{100}$ ;  
Totalru = rup + m;  
printf("%d", totalru);  
break;
```

default:

```
printf("Enter valid choice");
```

```
{  
return 0;
```

```
}
```

② #include <stdio.h>

```
int main()
```

```
{  
int choice, n;
```

```
printf("for convert positive to negative : 1);
```

```
printf("for convert negative to positive : 2);
```

```
printf("m < 0, n > 0", m, n);  
break;
```

default:

```
printf("is wrong triangle side");
```

```
return 0;
```

```
}
```