#include<stdio.h>

using namespace std;

int main()

{

int i,k,ch,n1,n2,set1[10],set2[10], set3[20];

char wish;

do

{

printf("press 1 for union");

printf("\npress 2 for intersection");

printf("\npress 3 for subtraction");

printf("\n enter ur choice");

scanf("%d",&ch);

switch(ch)

{

case 1://for union

printf("\nenter the size of set1\n");

scanf("%d",&n1);

printf("enter the element of set1\n");

for(i=0;i<n1;i++)

scanf("%d",&set1[i]);

printf("enter the size of set2\n");

scanf("%d",&n2);

printf("enter the elements of set2\n");

for(i=0;i<n2;i++)

{

scanf("%d",&set2[i]);

}

if(n1==n2)

{

for(i=0;i<n1;i++)

{

if(set1[i]==1)

{

if(set2[i]==1 || set2[i]==0)

{

set3[i]=1;

}

}

if(set1[i]==0)

{

if(set2[i]==1)

{

set3[i]=1;

}

else

{

set3[i]=0;

}

}

}

}

for(k=0;k <n1;k++)

{

printf(" %d",set3[k]);

}

break;

case 2: //for intersection

printf("enter the size of sets1");

scanf("%d",&n1);

printf("enter the element of set1");

for(i=0;i<n1;i++)

scanf("%d",&set1[i]);

printf("enter the size of sets2");

scanf("%d",&n2);

printf("enter the elements of set2");

for(i=0;i<n2;i++)

{

scanf("%d",&set2[i]);

}

if(n1==n2)

{

for(i=0;i<n1;i++)

{

if(set1[i]==1)

{

if(set2[i]==1 )

{

set3[i]=1;

}

else

{

set3[i]=0;

}

}

if(set1[i]==0)

{

if(set2[i]==1 || set2[i]==0)

{

set3[i]=0;

}

}

}

}

for(k=0;k <n1;k++)

{

printf(" %d",set3[k]);

}

break;

case 3://for subtraction

printf("enter the size of sets1");

scanf("%d",&n1);

printf("enter the element of set1");

for(i=0;i<n1;i++)

scanf("%d",&set1[i]);

printf("enter the size of sets2");

scanf("%d",&n2);

printf("enter the elements of set2");

for(i=0;i<n2;i++)

scanf("%d",&set2[i]);

if(n1==n2)

{

for(i=0;i<n1;i++)

{

if(set1[i]==1)

{

if(set2[i]==0 )

{

set3[i]=1;

}

else

{

set3[i]=0;

}

}

if(set1[i]==0)

{

if(set2[i]==1)

{

set3[i]=0;

}

else

{

set3[i]=0;

}

}

}

}

for(k=0;k <n1;k++)

{

printf(" %d",set3[k]);

} }

printf("\n want to continue: ");

scanf("%c",&wish);

}

while(wish!='n');

}

output

