

1.WAP to read power units consumed .find the bill amount based on the given table

Units	Price/unit
<100	2.75
<250	3.75
Else	7.45

Program

```
#include <stdio.h>
void main()
{
    int units;
    float bill;
    printf("Enter Total no of units spend: ");
    scanf("%d",&units);
    if(units<100){
        bill=units*2.75;
    }
    else if(units<250){
        bill=units*3.75;
    }
    else{
        bill=units*7.45;
    }
    printf("BillAmount=%f",bill);
}
```

Output

Enter Total no of units spend: 450
BillAmount=3352.500000

Nested if

If you write a if statement inside another if statement then it is a nested if

Syntax

```
if (condition) {
    if(condition) {
        Body;
    }
}
```

2.WAP to read the age of a person and find out whether he/she is major or minor

Gender	Age	Message
M	>21 else	Major Minor
F	>18 Else	Major Minor

Program,

```
#include <stdio.h>
void main()
{
```

```

int age;
char gender;
printf("Enter Your Age and Gender:");
scanf("%d %c",&age,&gender);
if(gender=='m'){
    if(age>21){
        printf("He is a Major");
    }
    else{
        printf("He is a Minor");
    }
}
else
{
    if(gender=='f'){
        if(age>18){
            printf("She is a Major");
        }
        else{
            printf("She is a Minor");
        }
    }
}
}

```

Switch Statement

- ❖ It is a control statement
- ❖ It is a selective statement
- ❖ It is a branching statement
- ❖ It is decision making statement
- ❖ It is a conditional statement
- ❖ It is used to select single choice from group of choices

Syntax:

Switch (expression)

```

{
    Case1:body;break;
    Case2:body;break;
    Case3:body;break;

    Default:body;
}

```

Notes:

- ❖ Break is optional
- ❖ Body is optional
- ❖ Cases also optional
- ❖ Default is also optional
- ❖ Cases should not be duplicated
- ❖ Order of case of user choice
- ❖ Position of default is also user choice
- ❖ Switch allows only char or integer

3.WAP to read number and print it in words

Program

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

```
void main()
```

```
{
```

```
    int no;
```

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

```
    scanf("%d",&no);
```

```
    switch(no)
```

```
    {
```

```
        case 1:printf("ONE");break;
```

```
        case 2:printf("TWO");break;
```

```
        case 3:printf("THREE");break;
```

```
        case 4:printf("FOUR");break;
```

```
        case 5:printf("FIVE");break;
```

```
        case 6:printf("SIX");break;
```

```
        case 7:printf("SEVEN");break;
```

```
        case 8:printf("EIGHT");break;
```

```
        case 9:printf("NINE");break;
```

```
        case 10:printf("TEN");break;
```

```
        default:printf("Invalid Input");break;
```

```
    }
```

```
}
```