

4)

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

int main()
{
    char s[5];
    printf("\n Enter any operator:");
    gets(s);
    switch(s[0])
    {
        case '>':
            if(s[1]=='=')
                printf("\n Greater than or equal");
            else
                printf("\n Greater than");
            break;
        case '<':
            if(s[1]=='=')
                printf("\n Less than or equal");
            else
                printf("\n Less than");
            break;
        case '=':
            if(s[1]=='=')
                printf("\n Equal to");
            else
                printf("\n Assignment");
            break;
        case '!':
            if(s[1]=='=')
                printf("\n Not Equal");
```

```
else
printf("\n Bit Not");
break;
case '&':
if(s[1]=='&')
printf("\nLogical AND");
else
printf("\n Bitwise AND");
break;
case '|':
if(s[1]=='|')
printf("\nLogical OR");
else
printf("\nBitwise OR");
break;
case '+':
printf("\n Addition");
break;
case '-':
printf("\nSubstraction");
break;
case '*':
printf("\nMultiplication");
break;
case '/':
printf("\nDivision");
break;
case '%':
printf("Modulus");
break;
default:
```

```
printf("\n Not a operator");
```

```
}
```

```
}
```

