

SWITCH-CASE =>

-> # main ()

{

char ch;

printf ("enter a for apple, b for ball c for cat");

scanf ("%c", &ch);

switch (ch)

{

case 'A':

case 'a': printf ("apple"); break;

case 'B':

case 'b': printf ("ball"); break;

case 'C':

case 'c': printf ("cat"); break;

default: printf ("enter a or b or c only");

}

}

else-if =>

-> main ()

{

char ch;

printf ("enter a for apple, b for ball c for cat");

scanf ("%c", &ch);

if (ch == 'a' || ch == 'A')

{

printf ("apple");

}

```
elseif (ch == 'b' || ch == 'B')
```

```
printf ("ball");
```

```
elseif (ch == 'c' || ch == 'C')
```

```
printf ("cat");
```

```
}
```

==

Q:- vowels & constants :-

→ main ()

```
{
```

```
char ch;
```

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

```
scanf ("%c", &ch);
```

```
if (ch == 'a' || ch == 'e' || ch == 'i' || ch == 'o' ||
```

```
ch == 'u' || ch == 'A' || ch == 'E' || ch == 'I' ||
```

```
ch == 'O' || ch == 'U')
```

```
{ printf ("%c is a vowel\n", ch);
```

```
}
```

```
else
```

```
{ printf ("%c is a constant\n", ch);
```

```
}
```

```
}
```

else-if ladder:-

→ main()

{

char ch;

printf("enter a character");

scanf("%c", &ch);

if (ch == 'a')

{ printf("%c is a vowel\n", ch);

}

~~else if~~

~~else if~~ (ch == 'e')

{

printf("%c is a vowel\n", ch);

}

~~else if~~

~~else if~~ (ch == 'i')

{

printf("%c is a vowel\n", ch);

}

~~else if~~

~~else if~~ (ch == 'o')

{

printf("%c is a vowel\n", ch);

}

else if (ch == 'u')

{

printf("%c is a vowel\n", ch);

}

else

{

printf("consonants");

}

}

SWITCH-CASE:-

→ main()

{

char ch;

printf("enter a character:");

scanf("%c", &ch);

switch(ch)

{

case 'a':

case 'A':

case 'e':

case 'E':

case 'i':

case 'I':

case 'o':

case 'O':

case 'u':

case 'U':

printf("%c is a vowel\n", ch);

break;

default: printf("%c is a ^{consonant}~~constant~~\n", ch);

}

}

else if ladder examples =>

1. grading system:-

```
-> int main()
```

```
{ int char marks;
```

```
printf ("Enter mar
```

1. sign of a Number:-

```
-> int main()
```

```
{ int num;
```

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

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

```
if (num > 0)
```

```
{ printf ("Positive number \n");
```

```
else if (num < 0)
```

```
printf ("Negative number \n");
```

```
else
```

```
printf ("zero \n");
```

```
}
```

2. Time of Day:-

```
-> int main()
```

```
{ int hour;
```

```
printf ("Enter the hour in 24-hours format: ");
```

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

```
if (hour >= 0 && hour < 12)
```

```
printf ("Good Morning! \n");
```

```
else if (hour >= 12 && hour < 18)
```

```
printf ("Good Afternoon! \n");
```

```
else if (hour >= 18 && hour < 24)
```

```
printf ("Good evening! \n");
```

```
else
```

```
printf ("Invalid hour entered! \n");
```

```
}
```

3. Sides of a

3. Type of a triangle based on its sides :-

-> int main()

```
{
```

```
int s1, s2, s3;
```

```
printf ("Enter the lengths of 3 sides of a triangle: ");
```

```
scanf ("%d %d %d", &s1, &s2, &s3);
```

```
if (s1 == s2 && s2 == s3)
```

```
printf ("Equilateral triangle \n");
```

```
else if (s1 == s2 || s1 == s3 || s2 == s3)
```

```
printf ("Isosceles triangle \n");
```

```
else
```

```
printf ("Scalene triangle \n");
```

```
}
```

Switch case examples =>

1. Month name :-

→ int main()

{
 int month;

 printf ("Enter a number 1-12 representing the month: ");

 scanf ("%d", &month);

 switch (month)

 {

 case 1:

 printf ("January\n");

 break;

 case 2:

 printf ("February\n");

 break;

 case 3:

 printf ("March\n");

 break;

 case 4:

 printf ("April\n");

 break;

 case 5:

 printf ("May\n");

 break;

 case 6:

 printf ("June\n");

 break;

 case 7:

 printf ("July\n");

 break;

 case 8:

 printf ("August\n");

 break;

case 9;

printf ("September %m");

break;

case 10:

printf ("October %m");

break;

case 11;

printf ("November %m");

break;

case 12;

printf ("December %m");

break;

default:

printf ("Invalid Month %m");

}

}

2. Leap Year / Not:

```
→ int main ( )
```

```
{ int year;
```

```
printf ("Enter year: ");
```

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

```
switch (y % 4)
```

```
{ case 1:
```

```
if ((y % 100 == 0 && y % 400 == 0) || (y % 100 != 0))
```

```
{ printf ("%d is a leap year \n", year);
```

```
}
```

```
else
```

```
{ printf ("%d is not a leap year \n", year);
```

```
}
```

```
break;
```

```
default:
```

```
printf ("%d is not a leap year \n", year);
```

```
}
```

```
}
```