1 .#include<stdio.h>

#include<conio.h>

void main()

{

char s[5];

clrscr();

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("\nLess than");

break;

case'=': if(s[1]=='=')

printf("\nEqual to");

else

printf("\nAssignment");

break;

case'!': if(s[1]=='=')

printf("\nNot 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");

}

getch();

}

Input

Enter any operator: \*

Output

Multiplication

2

#include<stdio.h>

void main()

{

char s[30];

int i=2,a=0;

printf("\n Enter the text");

gets(s);

if(s[0]=='/')

{

if(s[1]=='/')

printf("\n It is a comment");

else if(s[1]=='\*')

{

for(i=2;i<=30;i++)

{

if(s[i]=='\*' && s[i+1]=='/')

{

printf("\n It is a Multiple comment");

a=1;

break;

}else

continue;

}

if(a==0)

printf("\n It is not a comment");

}

else

printf("\n It is not a comment");

}

else

printf("\n It is not a comment");

}

3. #include<stdio.h>

#include<stdlib.h>

#include<string.h>

void main()

{

char string[50];

int count=0;

printf("Enter the string ");

gets(string);

if((string[0]>='a'&& string[0]<='z')||(string[0]>='A'&& string[0]<='Z')||(string[0]=='\_')||(string[0]=='$'))

{

for(int i=1;i<=strlen(string);i++)

{

if((string[i]>='a'&& string[i]<='z')||(string[i]>='A'&& string[i]<='Z')||(string[i]=='\_')||(string[i]=='$'))

{

count++;

}

}

}

if(count==(strlen(string)-1))

{

printf("Input string is a valid identifier");

}

else

{

printf("Input string is not a valid idntifier");

return 0;

}

}