```
#include <stdio.h>
int main(){
int cattegory;
int more;
printf("enter the cattegory 1 for snacks and 2 of drinks");
scanf("%d", &cattegory);
switch (cattegory)
case (1):
   printf("which snacks 2 for chips 3 for rolls");
    scanf("%d", &more);
switch (more)
case (2):
   printf("dispensing chips");
   break;
case (3):
printf("dispensing rolls");
break;
default:
printf("not avalible");
   break;
}case (2):
printf("which drink 2 for pepsi 3 for fanta");
   scanf("%d", &more);
switch (more)
case (2):
    printf("dispensing pepsi");
   break;
case (3):
printf("dispensing fanta");
default:
printf("not avaiable");
default:
```

```
break;
}
return 0;
```

```
enter the cattegory 1 for snacks and 2 of drinks2
which drink 2 for pepsi 3 for fanta2
dispensing pepsi
PS C:\Users\lenovo\Desktop\c programing\pf lab 4 tsk.c>[]
```

Q5

```
#include <stdio.h> <math.h>
int main(){
   int a;
   int b;
   int c;
   int discriminant;
    // a is the coefficient of x square b is of x and c the constant
   printf("give value of a");
    scanf("%d", &a);
   printf("give value of b");
    scanf("%d", &b);
    printf("give value of c");
    scanf("%d", &c);
discriminant = b * b - 4 * a * c;
if (discriminant>0)
     printf("the roots are distinct and real");
else if (discriminant < 0)</pre>
     printf("the roots are imagnary and distinct");
else if (discriminant = 0)
```

```
printf("the roots are real and equal");
printf("discrimanat\n", discriminant);
return 0;
```

```
give value of a1
give value of b3
give value of c4
the roots are imagnary and distinctdiscrimanat
```

Q6

```
#include <stdio.h>
int main() {
  int shapes;
  int category, width;
  int area, side, height;
  int perimeter;
  printf("Which shape? Type 1=triangle, 2=square, 3=rectangle: ");
  scanf("%d", &shapes);
  switch(shapes) {
     case 1:
       printf("Want area or perimeter? Type 1 or 2: ");
       scanf("%d", &category);
       switch(category) {
          case 1:
             printf("Input base length: ");
             scanf("%d", &side);
             printf("Input height: ");
             scanf("%d", &height);
             area = (0.5) * (height * side);
             printf("Triangle area = %d\n", area);
             break;
          case 2:
             printf("Input side 1 length: ");
             scanf("%d", &side);
```

```
printf("Input side 2 length: ");
        scanf("%d", &height);
        printf("Input side 3 length: ");
        scanf("%d", &width);
        perimeter = width + side + height;
        printf("Triangle perimeter %d", perimeter);
        break;
     default:
        printf("Invalid choice\n");
        break;
  }
  break;
case 2:
  printf("Want area or perimeter? Type 1 or 2: ");
  scanf("%d", &category);
  switch(category) {
     case 1:
        printf("Input side length: ");
        scanf("%d", &side);
        area = side * side;
        printf("Square area = %d\n", area);
        break;
     case 2:
        printf("Input side length: ");
        scanf("%d", &side);
        perimeter = 4 * side;
        printf("Square perimeter = %d\n", perimeter);
        break:
     default:
        printf("Invalid choice\n");
        break;
  break;
case 3:
  printf("Want area or perimeter? Type 1 or 2: ");
  scanf("%d", &category);
  switch(category) {
     case 1:
        printf("Input length: ");
        scanf("%d", &side);
        printf("Input width: ");
        scanf("%d", &width);
```

```
area = side * width;
            printf("Rectangle area = %d\n", area);
           break;
         case 2:
            printf("Input length: ");
           scanf("%d", &side);
            printf("Input width: ");
           scanf("%d", &width);
            perimeter = 2 * width + 2*side;
           printf("Rectangle perimeter %d", perimeter);
           break;
         default:
            printf("Invalid choice\n");
           break;
       }
       break;
    default:
       printf("Invalid shape selection\n");
       break;
  }
  return 0;
}
Result
Which shape? Type 1=triangle, 2=square, 3=rectangle: 1
Want area or perimeter? Type 1 or 2: 2
Input side 1 length: 5
Input side 2 length: 13
Input side 3 length: 13
Triangle perimeter 31
```

Q7 .

```
#include <stdio.h>
#include <string.h>
#define MAX_LENGTH 50
int main () {
    char username[ MAX_LENGTH];
    int password = 1234;
    printf("enter username");
    fgets(username, MAX_LENGTH, stdin);
```

```
printf("enter password ");
scanf("%d", &password);

if (strcmp(username, "admin" ) == 0) {
    if (password==1234)
        {
        printf("you got the correct username and pasword");
        }
} else {
        printf("wrong usernname or password \n ");
}
return 0;
}
```

```
enter username admin
enter password 1123
wrong usernname or password
```

Q8

Code

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

int main() {
    double loanAmount, interest_rate, emi;
    int typesYears,instrestType;
    printf("input loanAmount");
        scanf("%lf", &loanAmount);
    printf("input times in years");
        scanf("%d", &typesYears);
    printf("Enter annual interest rate ");
        scanf("%lf", &interest_rate);

    printf("Select interest type:\n");
    printf(" Simple Interest\n");
    printf(" Compound Interest (compounded annually)\n");
```

```
printf("Enter choice (1 or 2): ");
    scanf("%d", &instrestType);
    if (instrestType==1)
    {
        double totalAmount = loanAmount * (1 + (interest_rate * typesYears) /
100);
        emi = totalAmount / typesYears;
        printf("Monthly Installment (EMI): ₹%.21f\n", emi);
        }
        else if (instrestType==2)
        {
             double totalAmount = loanAmount * pow(1 + interest_rate/100, typesYears);
             emi = totalAmount / typesYears;
             printf("Monthly Installment (EMI) %lf\n", emi);
        }
        else {
             printf("invalid");
        }
        return 0;
}
```

```
input loanAmount22
input times in years2
Enter annual interest rate 3
Select interest type:
Simple Interest
Compound Interest (compounded annually)
Enter choice (1 or 2): 1
Monthly Installment (EMI): F취11.66
```

Q9.

```
#include <stdio.h>
int main(){
int course;
int department;
printf("enter the department 1 for CS and 2 of EE and 3 for BBA");
scanf("%d", &department);
switch (department)
case (1):
    printf("which course you want 1 for AI 2 for cyber");
    scanf("%d", &course);
switch (course)
case (1):
    printf("registering for AI");
case (2):
printf("registering for cyber");
 break;
default:
printf("not avalible");
   break;
}case (2):
```

```
printf("which course you want 1 for ciruit analysis and 2 for control
system");
    scanf("%d", &course);
switch (course)
case (1):
   printf("regitering for circuit analysis");
   break;
case (2):
printf("registering for control system");
break;
default:
printf("not avaiable");
   break;
return 0;
case (3):
printf("which course you want 1 for buisness and 2 for retail");
    scanf("%d", &course);
switch (course)
case (1):
   printf("regitering for buiness");
   break;
case (2):
printf("registering for retail");
break;
default:
printf("not avaiable");
   break;
default:
printf("no department avaliable");
return 0;
```

```
enter the department 1 for CS and 2 of EE and 3 for BBA2
which course you want 1 for ciruit analysis and 2 for control system2
registering for control system
```

Q10

```
#include <stdio.h> <math.h>
int main(){
   int age;
   int selection;
   int c;
    int discriminant;
   // a is the coefficient of x square b is of x and c the constant
   printf("input age");
    scanf("%d", &age);
if (age<12)
    printf("child ticket");
else if (12< age < 60)
    printf("adult ticket");
else if (age > 60)
 printf("senior ticket ");
printf("\n which kind of movie you wanna see 1 for action 2 for comedy and
3 for horror");
    scanf("%d", &selection);
switch (selection)
case (1):
    printf("you are seeing action movie");
```

```
case (2):
    printf("you are seeing comedy movie");
    break;
case (3):
    printf("you are seeing horror movie");
break;
default:
printf("movie not avaliable");
    break;
}
return 0;
}
```

```
input age22
adult ticket
which kind of movie you wanna see 1 for action 2 for comedy and 3 for horror3
you are seeing horror movie
```