

Module 2: Internals and Data Handling

Case Study

edureka!

edureka!

© Brain4ce Education Solutions Pvt. Ltd.

Case Study

Jack and Jill Leisure Activity

Jack and Jill were getting bored, so they decided to play a game. In this game there are 10 cards.

Each card has a message written on it. Jack asks Jill to choose one card from 1 to 10. Then, Jack reveals the message written on the card that was selected by Jill.

Make a program to implement the game that is played by them. Message on every choice should be different. Implement it using switch case construct.