# include<stdio.h>

void main()

{

int number;

printf("enter your number :- ");

scanf("%d",&number);

if(number>=1 && number<=2)

{

printf("\n entered number %d range of 1 to 2",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

if(number>=2 && number<=3)

{

printf("\n entered number %d range of 2 to 3",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

if(number>=3 && number<=4)

{

printf("\n entered number %d range of 3 to 4",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

if(number>=4 && number<=5)

{

printf("\n entered number %d range of 4 to 5",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

if(number>=5 && number<=6)

{

printf("\n entered number %d range of 5 to 6",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

if(number>=6 && number<=7)

{

printf("\n entered number %d range of 6 to 7",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

if(number>=7 && number<=8)

{

printf("\n entered number %d range of 7 to 8",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

if(number>=9 && number<=10)

{

printf("\n entered number %d range of 9 to 10",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

else

{

printf("\n entered number %d not in range ",number);

if(number%2==0)

{

printf("\n%d is even",number);

}

else

{

printf("\n%d is odd",number);

}

}

}