# include<stdio.h>

void main()

{

char operation;

printf("enter the character");

scanf("%c",&operation);

switch(operation)

{

case '+':

printf("+ pressed");

break;

case '-':

printf("- pressed");

break;

case '\*':

printf("\* pressed");

break;

case '/':

printf("/ pressed");

break;

case '%':

printf("% key pressed");

break;

case '$':

printf("$ dollar");

break;

case '#':

printf("# hashtag");

break;

case '@':

printf("@ at the rate");

break;

case '!':

printf("! not");

break;

case '~':

printf("~ number key");

break;

case '`':

printf("` number key");

break;

case '^':

printf("^ exclusive or");

break;

case '&':

printf("& and key");

break;

case '(':

printf("() circular bracket");

break;

case '\_':

printf("\_ dash key");

break;

case '=':

printf("= equal");

break;

case ';':

printf("; pressed ");

break;

case ':':

printf(":colan");

break;

case '"':

printf(" "" duble cot ");

break;

case '<':

printf("< less than");

break;

case '>':

printf("> graeter than");

break;

case ',':

printf(", comma");

break;

case '.':

printf(". dot pressed");

break;

case '?':

printf("? question mark");

break;

case '{':

printf("{carly bracket open");

break;

case '}':

printf("} carly bracket open");

break;

case '[':

printf("[ pressed");

break;

case ']':

printf("] pressed");

break;

case '1':

printf("1 pressed");

break;

case '2':

printf("2 pressed");

break;

case '3':

printf("4 pressed");

break;

case '4':

printf("4 pressed");

break;

case '5':

printf("5 pressed");

break;

case '6':

printf("6 pressed");

break;

case '7':

printf("7 pressed");

break;

case '8':

printf("8 pressed");

break;

case '9':

printf("9 pressed");

break;

case '0':

printf("0 pressed");

break;

case 'a':

printf("a pressed");

break;

case 'b':

printf("b pressed");

break;

case 'c':

printf("c pressed");

break;

case 'd':

printf("d pressed");

break;

case 'e':

printf("e pressed");

break;

case 'f':

printf("f pressed");

break;

case 'g':

printf("g pressed");

break;

case 'h':

printf("h pressed");

break;

case 'i':

printf("i pressed");

break;

case 'j':

printf("j pressed");

break;

case 'k':

printf("k pressed");

break;

case 'l':

printf("l pressed");

break;

case 'm':

printf("m pressed");

break;

case 'n':

printf("n pressed");

break;

case 'o':

printf("o pressed");

break;

case 'p':

printf("p pressed");

break;

case 'q':

printf("q pressed");

break;

case 'r':

printf("r pressed");

break;

case 's':

printf("s pressed");

break;

case 't':

printf("t pressed");

break;

case 'u':

printf("u pressed");

break;

case 'v':

printf("v pressed");

break;

case 'w':

printf("w pressed");

break;

case 'x':

printf("x pressed");

break;

case 'y':

printf("y pressed");

break;

case 'z':

printf("z pressed");

break;

default:

printf("default block");

}

}