

Assignment - 9

1. Write a program which takes the month number as an input and display number of days in that month.

```
#include<stdio.h>
#include<stdlib.h>
int main()
{
    int n;
    while(1)
    {
        printf("\nEnter Month Number: ");
        scanf("%d", &n);
        switch (n)
        {
            case 1:
                printf("31 Days");
                break;
            case 2:
                printf("28 or 29 Days");
                break;
            case 3:
                printf("31 Days");
                break;
            case 4:
                printf("30 Days");
                break;
            case 5:
                printf("31 Days");
                break;
            case 6:
                printf("30 Days");
                break;
            case 7:
                printf("31 Days");
                break;
        }
    }
}
```

```

        case 8:
            printf("31 Days");
            break;
        case 9:
            printf("30 Days");
            break;
        case 10:
            printf("31 Days");
            break;
        case 11:
            printf("30 Days");
            break;
        case 12:
            printf("31 Days");
            break;
        case 0:
            exit(0);
        default:
            break;
    }
}

```

2. Write a menu driven program with the following options:

- a. Addition
- b. Subtraction
- c. Multiplication
- d. Division
- e. Exit

```

#include<stdio.h>
#include<stdlib.h>
int main()
{
    int n1, n2;
    char n;
    printf("\na. Addition\nb. Subtraction\n c. Multiplication\n d. Division\n e.");

```

```
Exit ");  
printf("\nEnter your choice: ");  
scanf("%c", &n);  
switch (n)  
{  
case 'a':  
    printf("\nEnter two numbers: ");  
    scanf("%d %d", &n1, &n2);  
    printf("\nAddition : %d", n1 + n2);  
    break;  
case 'b':  
    printf("\nEnter two numbers: ");  
    scanf("%d %d", &n1, &n2);  
    if (n1>n2)  
    {  
        printf("\nsubtraction: %d", n1 - n2);  
    }  
    else  
    {  
        printf("\nsubtraction: %d", n2 - n1);  
    }  
    break;  
case 'c':  
    printf("\nEnter two numbers: ");  
    scanf("%d %d", &n1, &n2);  
    printf("\nMultiplication: %d", n1 * n2);  
    break;  
case 'd':  
    printf("\nEnter two numbers: ");  
    scanf("%d %d", &n1, &n2);  
    if (n1>n2)  
    {  
        printf("\ndivision: %d", n1 / n2);  
    }  
    else  
    {  
        printf("\ndivision: %d", n2 / n1);  
    }  
}
```

```

        }
        break;
    case 'e':
        exit(0);
    default:
        break;
    }
printf("\n");
return 0;
}

```

3. Write a program which takes the day number of a week and displays a unique greeting message for the day.

```

#include<stdio.h>
#include<stdlib.h>
int main()
{
    int n;
    while (1)
    {
        printf("\nEnter Day no: ");
        scanf("%d", &n);
        switch (n)
        {
            case 1:
                printf("Every day is a gift (even Monday). Have a great week!");
                break;
            case 2:
                printf("Today is the thoughtful Tuesday. Think about your present and
plan your future accordingly. ...");
                break;
            case 3:
                printf("Good morning, have a wonderful Wednesday. ...");
                break;
            case 4:
                printf("May your day be blessed with joy and happiness as the sun shines
")
        }
    }
}

```

```

its rays");
    break;

case 5:
    printf("it is the day like a cool breeze in life. Enjoy the Friday!");
    break;

case 6:
    printf("Wishing you for the most fun Saturday");
    break;

case 7:
    printf("Have a blessed Sunday and give thanks for all the blessings you
have.");
    break;

case 0:
    exit(0);

default:
    break;
}
}

}

```

4. Write a menu driven program with the following options:

- a. Check whether a given set of three numbers are lengths of an isosceles triangle or not
- b. Check whether a given set of three numbers are lengths of sides of a right angled triangle or not
- c. Check whether a given set of three numbers are equilateral triangle or not
- d. Exit

```

#include<stdio.h>
#include<stdlib.h>
#include<math.h>
int main()
{
    int a = 3, b = 3, c = 2;
    char n;
    printf("\na. Check whether a given set of three numbers are lengths of an
isosceles triangle or not\nb. Check whether a given set of three numbers are

```

lengths of sides of a right angled triangle or not\nc. Check whether a given set of three numbers are equilateral triangle or not\nd. Exit ");

```
printf("\nChoose Choice to check: ");
scanf("%c", &n);
switch (n)
{
    case 'a':
        if (a==b || b==c)
        {
            printf("\nIts an Isoscles Triangle");
        }
        else
        {
            printf("\nNot a Isoscles Triangle");
        }
        break;
    case 'b':
        if (a>b && a>c)
        {
            if(a == sqrt(b*b + c*c))
                printf("\nIts a Right angled Triangle");
        }
        if (c>b && c>a)
        {
            if(c == sqrt(b*b + b*b))
                printf("\nIts a Right angled Triangle");
        }
        if (b>a && b>c)
        {
            if(b == sqrt(a*a + c*c))
                printf("\nIts a Right angled Triangle");
        }
        else
        {
            printf("\nNot a Right angled Triangle");
        }
        break;
```

```

        case 'c':
            if (a==b==c)
            {
                printf("\nIt's an Equilateral Triangle");
            }
            else
            {
                printf("\nNot a Equilateral Triangle");
            }
            break;
        case 'd':
            exit(0);
        default:
            break;
    }
}

```

5. Convert the following `if-else-if` construct into switch case:

```

if(var == 1)
System.out.println("good");
else if(var == 2)
System.out.println("better");
else if(var == 3)
System.out.println("best");
else
System.out.println("invalid");

```

```

#include<stdio.h>
int main()
{
    int var;
    printf("\nEnter var: ");
    scanf("%d", &var);
    switch (var)
    {
        case 1:
            printf("good");

```

```

        break;

    case 2:
        printf("better");
        break;

    case 3:
        printf("Best");
        break;

    default:
        printf("invalid");
        break;
    }
}

```

6. Program to check whether a year is a leap year or not. Using switch statement

```

#include<stdio.h>
void main()
{
    int year,y;
    printf("Enter the Year :\n");
    scanf("%d",&year);
    y = year % 400 == 0 || year % 100 == 0 || year % 4 == 0;
    switch (y) {
        case 1:
            printf("\n%d is the leap year.\n", year);
            break;
        case 0:
            printf("\n%d is not the leap year.\n", year);
            break;
        default:
            printf("\n%d is not the leap year.\n", year);
    }
}

```

7. Program to take the value from the user as input electricity unit charges and calculate total electricity bill according to the given condition . Using the switch statement.

For the first 50 units Rs. 0.50/unit
For the next 100 units Rs. 0.75/unit
For the next 100 units Rs. 1.20/unit
For units above 250 Rs. 1.50/unit
An additional surcharge of 20% is added to the bill.

```
#include<stdio.h>
int main()
{
    int u;
    float bill,total;
    printf("Enter Unit Value: ");
    scanf("%d",&u);
    switch (u)
    {
        case 1 ... 50 :
            bill = 0.50 * u;
            total = bill + bill*20/100;
            printf("total bill: %f",total);
            break;
        case 51 ... 150 :
            bill = 0.75 * u;
            total = bill + bill*20/100;
            printf("total bill: %f",total);
            break;
        case 151 ... 250 :
            bill = 1.20 * u;
            total = bill + bill*20/100;
            printf("total bill: %f",total);
            break;
        default:
            bill = 1.50 * u;
            total = bill + bill*20/100;
            printf("total bill: %f",total);
            break;
    }
}
```

8. Program to convert a positive number into a negative number and negative number into a positive number using a switch statement.

```
#include<stdio.h>
int main()
{
    int n, num;
    printf("\nEnter Number: ");
    scanf("%d",&num);
    printf("\nChoice \n1.To convert to positive num\n2.To convert to Negative Num:\n");
    scanf("\n%d",&n);
    switch (n)
    {
        case 1:
            if(num<0)
            {
                num = num*-1;
                printf("\nPositive num is: %d",num);
            }
            else
            {
                printf("\nIts Already positive Num:");
            }
            break;
        case 2:
            if(num>0)
            {
                num = num*-1;
                printf("\nNegative num is: %d",num);
            }
            else
            {
                printf("\nIts Already Negative Num:");
            }
    }
}
```

```

        break;

    default:
        printf("\nInvalid Choice");
        break;
    }
}

```

9. Program to Convert even number into its upper nearest odd number Switch Statement.

```

#include<stdio.h>
int main()
{
    int n;
    printf("\nEnter Even number to be round off to odd: ");
    scanf("%d", &n);
    switch (n%2==0)
    {
        case 1:
            n = n-1;
            printf("\nodd number upper nearest odd number is: %d", n);
            break;
        default:
            printf("\nAlready Odd Number");
            break;
    }
}

```

10. C program to find all roots of a quadratic equation using switch case

```

#include<stdio.h>
#include <math.h>
int main()
{
    int a,b,c,d;
    float r1,r2,i;
    printf("Enter values of a, b, c of quadratic equation (aX^2 + bX + c):");

```

```
scanf("%d %d %d", &a, &b, &c);
d = b*b - 4*a*c;
switch (d>0)
{
case 1:
    r1 = (-b + sqrt(d)) / (2*a);
    r2 = (-b - sqrt(d)) / (2*a);
    printf("Two distinct and real roots exists: %.2f and %.2f", r1, r2);
    break;
case 0:
    switch (d<0)
    {
case 1:
    r1 = r2 = -b / (2 * a);
    i = sqrt(-d) / (2 * a);
    printf("Two distinct complex roots exists: %.2f + %.2fi and %.2f -
i%.2f", r1, i, r2, i);
    break;
case 0:
    r1 = -b/2*a;
    r2 = -b/2*a;
    printf("Two equal and real roots exists: %.2f and %.2f", r1, r2);
    }
    break;
default:
    break;
}
}
```