SWITCH CASE ::

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1.

```
#include <stdio.h>

int main()
{
   int week_num;
   printf("Input week number :  ");
   scanf("%d",&week_num);
   switch(week_num)
   {
   case 1:
      printf("Saturday");
      break;
   case 2:
      printf("Sunday");
      break;
   case 3:
      printf("Monday");
      break;
   case 4:
      printf("Tuesday");
      break;
   case 5:
      printf("Wednesday");
      break;
   case 6:
      printf("Thursday");
      break;
   case 7:
      printf("Friday");
      break;
   default:
      printf("You enter wrong nuber!!!!");
      break;

   }

   return 0;
}
```

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2.

```
#include <stdio.h>
int main()
{
   int month;
   printf("Input month number : ");
   scanf("%d", &month);
    switch(month)
   {
      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;
      default:
         printf("Invalid input! Please enter month
number between 1-12");
}return 0; }
```

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3.

```
#include <stdio.h>

int main()
{
   char ch;
   printf("Input any alphabet: ");
   scanf("%c", &ch);
   switch(ch)
   {
      case 'a':
         printf("Vowel");
         break;
      case 'e':
         printf("Vowel");
         break;
      case 'i':
         printf("Vowel");
         break;
      case 'o':
         printf("Vowel");
         break;
      case 'u':
         printf("Vowel");
         break;
      case 'A':
         printf("Vowel");
         break;
      case 'E':
         printf("Vowel");
         break;
      case 'I':
         printf("Vowel");
         break;
      case 'O':
         printf("Vowel");
         break;
      case 'U':
         printf("Vowel");
         break;
      default:
         printf("Consonant");
   }

   return 0;
}
```

4.

```
#include <stdio.h>

int main()
{
   int num1, num2;
   printf("Input two numbers to find maximum:
");
   scanf("%d %d", &num1, &num2);
   switch(num1 > num2)
   {
   case 0:
      printf("Maximum is = %d\n", num2);
      break;
   case 1:
      printf("Maximum is = %d\n", num1);
      break;
   }

   return 0;
}
```

5.

```
#include <stdio.h>

int main()
{
   int n;
   printf("Input a number : ");
   scanf("%d",&n);
   switch(n%2==0)
   {
   case 0:
      printf("This number is odd
number");
      break;
   case 1:
      printf("This number is even
number");
      break;
   }
   return 0;
}
```

6.

```
#include <stdio.h>

int main()
{
   int n;
   printf("Input a number : ");
   scanf("%d",&n);
   switch(n>0)
   {
   case 1:
      printf("%d is a positive number",n);
      break;
   case 0:
      switch(n<0)
      {
      case 1:
         printf("%d is a negative number",n);
         break;
      case 0:
         printf("This number is Zero");
         break;
      }
      break;
   }

   return 0;
}
```

7.

```
#include <stdio.h>
#include<math.h>
int main()
{
   float a,b,c,d;
   double root1,root2;
   printf("Input a,b,c value : ");
   scanf("%f %f %f",&a,&b,&c);
   d=(b*b-4*a*c);
   root1=(-b+sqrt(d))/(2*a);
   root2=(-b-sqrt(d))/(2*a);
   switch(d>0)
   {
   case 1:
      printf("Real root exist and Root1 = %lf
Root2 = %lf\n",root1,root2);
      break;
   case 0:
      switch(d<0)
      {
      case 1:
         printf("Real root doesn't exist!!");
         break;
      case 0:
         printf("Real Root exist and
Root1=Root2=%lf\n",root1);
         break;
      }
      break;
   }

   return 0;
}
```

8.

```
#include <stdio.h>
int main()
{
   char ch;
   double a,b,r;
   scanf("%lf%c%lf",&a,&ch,&b);
   switch(ch)
   {
   case '+':
      printf("=%lf",a+b);
      break;
   case '-':
      printf("=%lf",a-b);
      break;
   case 'x':
      printf("=%lf",a*b);
      break;
   case '/':
      printf("=%lf",a/b);
      break;
   default:
      printf("Please operation of + - * or / !!!");
      break;

   }
   return 0;
}
```