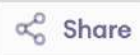


main.c



Run

Output

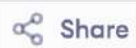
Clear

```
1  #include <stdio.h>
2
3  int main() {
4      int num;
5
6      // Taking a random number (example: 27)
7      num = 27;
8
9      printf("Number = %d\n", num);
10
11     if (num % 2 == 0) {
12         printf("%d is Even\n", num);
13     } else {
14         printf("%d is Odd\n", num);
15     }
16
17     return 0;
18 }
19
```

Number = 27
27 is Odd

=== Code Execution Successful ===

main.c



Share

Run

Output

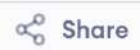
Clear

```
1  #include <stdio.h>
2
3  int main() {
4      int num;
5      num = 0;
6
7      printf("Number = %d\n", num);
8
9      if (num >= 0) {
10         if (num == 0) {
11             printf("The number is Zero\n");
12         } else {
13             printf("The number is Positive\n");
14         }
15     } else {
16         printf("The number is Negative\n");
17     }
18
19     return 0;
20 }
21
```

Number = 0
The number is Zero

=== Code Execution Successful ===

main.c



Run

Output

Clear

```
1  #include <stdio.h>
2
3  int main() {
4      int year;
5      year = 2100;
6
7      printf("Year = %d\n", year);
8
9      if ((year % 4 == 0 && year % 100 != 0) || (year % 400 == 0))
10         {
11             printf("%d is a Leap Year\n", year);
12         } else {
13             printf("%d is Not a Leap Year\n", year);
14         }
15
16     return 0;
17 }
```

Year = 2100
2100 is Not a Leap Year

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

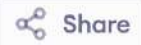
```
1  #include <stdio.h>
2
3  int main() {
4      char ch;
5      ch = 'e';
6
7      printf("Character = %c\n", ch);
8
9      if (ch == 'a' || ch == 'e' || ch == 'i' || ch == 'o' || ch ==
        'u' ||
10     ch == 'A' || ch == 'E' || ch == 'I' || ch == 'O' || ch ==
        'U') {
11         printf("%c is a Vowel\n", ch);
12     } else {
13         printf("%c is a Consonant\n", ch);
14     }
15
16     return 0;
17 }
18
```

Character = e

e is a Vowel

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
1  #include <stdio.h>
2
3  int main() {
4      char ch;
5      ch = '@';
6
7      printf("Character = %c\n", ch);
8
9      if (ch >= 'A' && ch <= 'Z') {
10         printf("Uppercase alphabet\n");
11     } else if (ch >= 'a' && ch <= 'z') {
12         printf("Lowercase alphabet\n");
13     } else if (ch >= '0' && ch <= '9') {
14         printf("Digit\n");
15     } else {
16         printf("Special character\n");
17     }
18
19     return 0;
20 }
21
```

Character = @
Special character

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
1  #include <stdio.h>
2
3  int main() {
4      int a, b, c;
5      a = 12;
6      b = 45;
7      c = 27;
8
9      printf("Numbers: %d, %d, %d\n", a, b, c);
10
11     if (a >= b && a >= c) {
12         printf("Largest = %d\n", a);
13     } else if (b >= a && b >= c) {
14         printf("Largest = %d\n", b);
15     } else {
16         printf("Largest = %d\n", c);
17     }
18
19     return 0;
20 }
```

Numbers: 12, 45, 27

Largest = 45

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
1  #include <stdio.h>
2  #include <math.h>
3
4  int main() {
5      int a = 1, b = -2, c = 1;
6      float d, r1, r2;
7      d = b*b - 4*a*c;
8
9      if (d > 0) {
10         r1 = (-b + sqrt(d)) / (2*a);
11         r2 = (-b - sqrt(d)) / (2*a);
12         printf("Roots are real and distinct\n");
13     } else if (d == 0) {
14         r1 = -b / (2*a);
15         printf("Roots are real and equal\n");
16     } else {
17         printf("Roots are imaginary\n");
18     }
19
20     return 0;
21 }
22
```

Roots are real and equal

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
1  #include <stdio.h>
2
3  int main() {
4      int per = 85;
5
6      printf("Percentage = %d\n", per);
7
8      if (per >= 90 && per <= 100) {
9          printf("Grade A\n");
10     } else if (per >= 80 && per <= 89) {
11         printf("Grade B\n");
12     } else if (per >= 70 && per <= 79) {
13         printf("Grade C\n");
14     } else if (per >= 60 && per <= 69) {
15         printf("Grade D\n");
16     } else {
17         printf("Grade F\n");
18     }
19
20     return 0;
21 }
22
```

Percentage = 85

Grade B

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
1  #include <stdio.h>
2
3  int main() {
4      int a = 5, b = 5, c = 8;
5
6      printf("Sides: %d, %d, %d\n", a, b, c);
7
8      if (a == b && b == c) {
9          printf("Equilateral Triangle\n");
10     } else if (a == b || b == c || a == c) {
11         printf("Isosceles Triangle\n");
12     } else {
13         printf("Scalene Triangle\n");
14     }
15
16     return 0;
17 }
18
```

Sides: 5, 5, 8
Isosceles Triangle

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
1  #include <stdio.h>
2
3- int main() {
4      int day = 2;
5
6-  switch(day) {
7      case 1: printf("Monday\n"); break;
8      case 2: printf("Tuesday\n"); break;
9      case 3: printf("Wednesday\n"); break;
10     case 4: printf("Thursday\n"); break;
11     case 5: printf("Friday\n"); break;
12     case 6: printf("Saturday\n"); break;
13     case 7: printf("Sunday\n"); break;
14     default: printf("Invalid\n");
15 }
16
17 return 0;
18 }
19
```

Tuesday

=== Code Execution Successful ===