main.c

Share Run

```c
#include <stdio.h>

int main() {
    int num;

    // Taking a random number (example: 27)
    num = 27;

    printf("Number = %d\n", num);

    if (num % 2 == 0) {
        printf("%d is Even\n", num);
    } else {
        printf("%d is Odd\n", num);
    }

    return 0;
}
```

Output Clear

```
Number = 27
27 is Odd


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    int num;
    num = 0;

    printf("Number = %d\n", num);

    if (num >= 0) {
        if (num == 0) {
            printf("The number is Zero\n");
        } else {
            printf("The number is Positive\n");
        }
    } else {
        printf("The number is Negative\n");
    }

    return 0;
}
```

Output Clear

```
Number = 0
The number is Zero


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    int year;
    year = 2100;

    printf("Year = %d\n", year);

    if ((year % 4 == 0 && year % 100 != 0) || (year % 400 == 0))
        {
        printf("%d is a Leap Year\n", year);
    } else {
        printf("%d is Not a Leap Year\n", year);
    }

    return 0;
}
```

Output Clear

```
Year = 2100
2100 is Not a Leap Year


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    char ch;
    ch = 'e';

    printf("Character = %c\n", ch);

    if (ch == 'a' || ch == 'e' || ch == 'i' || ch == 'o' || ch == 'u' ||
        ch == 'A' || ch == 'E' || ch == 'I' || ch == 'O' || ch == 'U') {
        printf("%c is a Vowel\n", ch);
    } else {
        printf("%c is a Consonant\n", ch);
    }

    return 0;
}
```

Output Clear

```
Character = e
e is a Vowel


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    char ch;
    ch = '@';

    printf("Character = %c\n", ch);

    if (ch >= 'A' && ch <= 'Z') {
        printf("Uppercase alphabet\n");
    } else if (ch >= 'a' && ch <= 'z') {
        printf("Lowercase alphabet\n");
    } else if (ch >= '0' && ch <= '9') {
        printf("Digit\n");
    } else {
        printf("Special character\n");
    }

    return 0;
}
```

Output Clear

```
Character = @
Special character


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    int a, b, c;
    a = 12;
    b = 45;
    c = 27;

    printf("Numbers: %d, %d, %d\n", a, b, c);

    if (a >= b && a >= c) {
        printf("Largest = %d\n", a);
    } else if (b >= a && b >= c) {
        printf("Largest = %d\n", b);
    } else {
        printf("Largest = %d\n", c);
    }

    return 0;
}
```

Output Clear

```
Numbers: 12, 45, 27
Largest = 45


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>
#include <math.h>

int main() {
    int a = 1, b = -2, c = 1;
    float d, r1, r2;
    d = b*b - 4*a*c;

    if (d > 0) {
        r1 = (-b + sqrt(d)) / (2*a);
        r2 = (-b - sqrt(d)) / (2*a);
        printf("Roots are real and distinct\n");
    } else if (d == 0) {
        r1 = -b / (2*a);
        printf("Roots are real and equal\n");
    } else {
        printf("Roots are imaginary\n");
    }

    return 0;
}
```

Output Clear

```
Roots are real and equal


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    int per = 85;

    printf("Percentage = %d\n", per);

    if (per >= 90 && per <= 100) {
        printf("Grade A\n");
    } else if (per >= 80 && per <= 89) {
        printf("Grade B\n");
    } else if (per >= 70 && per <= 79) {
        printf("Grade C\n");
    } else if (per >= 60 && per <= 69) {
        printf("Grade D\n");
    } else {
        printf("Grade F\n");
    }

    return 0;
}
```

Output Clear

```
Percentage = 85
Grade B


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    int a = 5, b = 5, c = 8;

    printf("Sides: %d, %d, %d\n", a, b, c);

    if (a == b && b == c) {
        printf("Equilateral Triangle\n");
    } else if (a == b || b == c || a == c) {
        printf("Isosceles Triangle\n");
    } else {
        printf("Scalene Triangle\n");
    }

    return 0;
}
```

Output Clear

```
Sides: 5, 5, 8
Isosceles Triangle


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>

int main() {
    int day = 2;

    switch(day) {
        case 1: printf("Monday\n"); break;
        case 2: printf("Tuesday\n"); break;
        case 3: printf("Wednesday\n"); break;
        case 4: printf("Thursday\n"); break;
        case 5: printf("Friday\n"); break;
        case 6: printf("Saturday\n"); break;
        case 7: printf("Sunday\n"); break;
        default: printf("Invalid\n");
    }

    return 0;
}
```

Output Clear

```
Tuesday


=== Code Execution Successful ===
```