Switch case statement

Task 1: Please run and understand the following code.

#include<stdio.h>

int main()

{

int i;

scanf("%d",&i);

switch(i) {

case 1: puts("Only one?"); break;

case 2: puts("I want more"); break;

case 3: puts("Not bad"); break;

case 4: puts("OK");

default: puts("Invalid option");

}

return 0;

}

Task 2: Lab 4.1.4.1 Switch: part 1

Task 3: Lab 4.1.4.2 Switch: part 2

Structure

Task 4: Please run and understand the following code.

#include<stdio.h>

#include<string.h>

struct student {

char name[20];

int age;

float grade;

}; //Please don't forget this semicolon

int main() {

struct student s1;

strcpy(s1.name, "John");

s1.age=19;

s1.grade=4.5;

//Alternative option: struct student s1={"John",19, 4.5};

printf("%s, %d, %.2f", s1.name, s1.age, s1.grade);

return 0;

}

Task 5: Lab 5.8.6.1 Structures

Task 6: Lab 5.9.2.1 Structures: pointers to structures

Tips: There are two ways of accessing members of structure using pointer:

1. Using indirection (\*) operator and dot (.) operator. For example: (\*pointer).field
2. Using arrow (->) operator or membership operator. For example: pointer->field

Homework will be uploaded to canvas and netacad after this class. The deadline is the 19th of November. Please send it through netacad like the previous homework.