

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>
int main()
{
    int month;
    printf("Enter the 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");
        break;
}
return 0;
}
```

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 n,x,y;
while(1)
{
    printf("\n\nEnter the choice : \n\n");
    printf("--- 1. Addition \n");
    printf("--- 2. Subtraction \n");
    printf("--- 3. Multiplication \n");
    printf("--- 4. Division \n");
    printf("--- 5. Exit \n");

    scanf("%d",&n);

    switch(n)
    {
        case 1:
            printf("Enter the two number = ");
            scanf("%d %d",&x,&y);
            printf("Sum = %d",x+y);
            break;
        case 2:
            printf("Enter the two number = ");
            scanf("%d %d",&x,&y);
            printf("Sub = %d",x-y);
            break;
        case 3:
            printf("Enter the two number = ");
            scanf("%d %d",&x,&y);
            printf("multiply = %d",x*y);
            break;
        case 4:
            printf("Enter the two number = ");
            scanf("%d %d",&x,&y);
            printf("Division = %d",x/y);
            break;
        case 5:
```

```

        exit(0);

    default:
        printf("Invalid options");
        break;

}
}
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>
int main()
{
    int day;
    printf("Enter the day number :");
    scanf("%d",&day);

    switch(day)
    {
        case 1:
            printf("Welcome to Monday");
            break;
        case 2:
            printf("Welcome to Tuesday");
            break;
        case 3:
            printf("Welcome to Wednesday");
            break;
        case 4:
            printf("Welcome to Thursday");
            break;
    }
}

```

```

case 5:
    printf("Welcome to Friday");
    break;
case 6:
    printf("Welcome to Saturday");
    break;
case 7:
    printf("Welcome to Sunday");
    break;
default:
    printf("Invalid Number");

}
return 0;
}

```

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>
int main()
{
    int choice, a,b,c;
    while(1)
    {
        printf("\n\n***** Enter the choice *****\n\n");
        printf("1: To check isosceles triangle\n");
        printf("2: To check Right Angle triangle\n");
    }
}

```

```

printf("3: To check Equilateral triangle\n");
printf("4: Exit\n\n");

scanf("%d",&choice);
printf("Enter the three sides of the triangle : ");
scanf("%d %d %d",&a,&b,&c);
switch(choice)
{
case 1:
    if((a==b) || (b==c) || (c==a))
        printf("Isosceles Triangle");
    else
        printf("Not Isosceles Triangle");
    break;
case 2:
    if(a*a == b*b+c*c || b*b == c*c+a*a || c*c == a*a+b*b)
        printf("Right Angle Triangle");
    else
        printf("Not Right Angle Triangle");
    break;
case 3:
    if((a==b) && (b==c))
        printf("Equilateral triangle");
    else
        printf("Not Equilateral triangle");
    break;
case 4:
    exit(0);
default:printf("Invalid Options");
}
}

return 0;
}

```

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 choice;  
    printf("Enter the choice : ");  
    scanf("%d",&choice);  
  
    switch(choice)  
    {  
        case 1:  
            printf("good");  
            break;  
        case 2:  
            printf("better");  
            break;  
        case 3:  
            printf("best");  
            break;  
        default:  
            printf("invalid");  
    }  
    return 0;  
}
```

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

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

```
int main()
{
    int year = 2004;
    switch(year%100==0)
    {
        case 1: switch(year%400==0)
            {
                case 0:
                    printf("Leap year");
                    break;
                case 1:
                    printf("Not Leap year");
                    break;

            }break;
        case 0: switch(year%4==0)
            {
                case 1:
                    printf("Leap year");
                    break;
                case 0:
                    printf("Not Leap year");
                    break;

            }

    }

    return 0;
}
```


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()
{
    float x,amount = 0,total = 0;
    printf("\n\n\tEnter the Electricity Unit : ");
    scanf("%f",&x);
    switch(x<=50)
    {
    case 1:
        amount = x*0.5;
        break;
    case 0:
        switch(x<=150)
        {
        case 1:
            amount = 25+(x-50)*0.75;
            break;
        case 0:
            switch(x<=250)
            {
            case 1:
                amount = 100+(x-150)*1.20;
                break;
            case 0:
                amount = 220+(x-250)*1.5;
                break;
```

```

        }break;

    }break;

}
total = amount + amount*0.20;
printf("total amount = %f",total);
return 0;
}

```

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>
#include<math.h>
int main()
{
    int n;
    printf("\n\n\t***** To convert the number Positive Or Negative
*****\n\n");
    printf("\n\n\tEnter the number = ");
    scanf("%d",&n);

    switch(n>0)
    {
    case 1:
        printf("\n\n\tNumber is = -%d\n\n",n);
        break;
    case 0:
        printf("\n\n\tNumber is = %d\n\n",abs(n));
        break;
    }
    return 0;
}

```

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

```
#include<stdio.h>
int main()
{
    int n;
    printf("\n\n\tEnter the number = ");
    scanf("%d",&n);

    switch(n%2==0)
    {

    case 1:
        printf("\n\tNearest upper Odd Number is = %d\n\n",n+1);
        break;

    case 0:
        printf("\n\tOdd Number is = %d\n\n",n);
        break;

    }
    return 0;
}
```

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

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

```

scanf("%f", &a);
printf("Enter value of 'b' of quadratic equation (aX^2 + bX + c): ");
scanf("%f",&b);
printf("Enter values of 'c' of quadratic equation (aX^2 + bX + c): ");
scanf("%f",&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);
        ima = sqrt(-D) / (2 * a);
        printf("Two distinct complex roots exists: %.2f + i%.2f and %.2f -
i%.2f",
            r1, ima, r2, ima);
        break;
    case 0:
        r1 = r2 = -b / (2 * a);
        printf("Two equal and real roots exists: %.2f and %.2f", r1, r2);
        break;
    }
}
return 0;
}

```