**STRUCTURE**

Int main()

Submenu 1() //declaration

Submenu 2()

**While(1)**

Press 1 to if else

Press2 to for

Switch(n1)

Case 1: submenu 1 //call

Case2: submenu 2

Void submenu1() //definition

**While(1)**

If else programs are following

Switch(n2)

Case1: program

Case: whole program

Void submenu2()

**While(1)**

For loops are following

Switch(n3)

Case1: