



## 10 problem-solving questions involving the `switch` statement in Java

### ###Basic Problems

#### \*\* .1Day of the Week\*\*:

Write a program using a `switch` statement that takes an integer input (1-7) and prints the corresponding day of the week (e.g., 1 = Monday, 2 = Tuesday, etc.). Handle invalid inputs with a default case.

#### \*\* .2Simple Calculator\*\*:

Create a simple calculator using a `switch` statement that performs addition, subtraction, multiplication, or division based on the operator (`+`, `-`, `\*`, `/`) provided by the user.

#### \*\* .3Month Name\*\*:

Write a program that takes an integer (1-12) as input and uses a `switch` statement to print the name of the corresponding month. If the input is outside the range, print an error message using the `default` case.

#### \*\* .4Grade Evaluation\*\*:

Implement a program where you input a letter grade (A, B, C, D, F), and the program outputs the corresponding message (e.g., A = "Excellent", B = "Good", etc.) using a `switch` statement.

### ###Intermediate Problems

#### \*\* .5Vowel or Consonant\*\*:

Write a program that takes a character input and determines whether it is a vowel (`a, e, i, o, u`) or a consonant using a `switch` statement. Handle both uppercase and lowercase inputs.

#### \*\* .6Traffic Light Simulator\*\*:

Create a traffic light simulation using a `switch` statement. Based on the input (`R`, `G`, `Y`), print "Stop", "Go", or "Slow down", respectively. Use the `default` case to handle invalid inputs.

**\*\* .7Season Finder\*\*:**

Write a program that takes an integer input representing a month (1-12) and uses a `switch` statement to print the season (Winter, Spring, Summer, Autumn) based on the input.

**\*\* .8Calculator with `int` Inputs\*\*:**

Modify the simple calculator in question 2 to handle integer division correctly (i.e., avoid dividing by zero). Use the `default` case to display an error if the user tries to divide by zero.

### ###Advanced Problems

**\*\* .9Menu-driven Program\*\*:**

Create a menu-driven program that uses a `switch` statement to provide different functionalities. For example, the user chooses between converting temperatures (Celsius to Fahrenheit), finding the factorial of a number, or checking if a number is prime.

**\*\* .10Enum-based Days of the Week\*\*:**

Define an enum for the days of the week, and write a program that uses a `switch` statement to print whether a day is a weekday or weekend based on the enum value (e.g., Monday-Friday = weekday, Saturday-Sunday = weekend).

.