```c
#include <stdio.h>
int main() {
    char s[5];
    printf("Enter input: ");
    scanf("%s", s);
    switch (s[0]) {
        case '>':
            if (s[1] == '=')
                printf("Less than or equal\n");
            else
                printf("Greater than\n");
            break;
        case '<':
            if (s[1] == '=')
                printf("Less than or equal\n");
            else
                printf("Less than\n");
            break;
        case '=':
            if (s[1] == '=')
                printf("Equal to\n");
            else
                printf("Assignment\n");
            break;
        case '!':
            if (s[1] == '=')
                printf("Not Equal\n");
            else
                printf("Bit Not\n");
            break;
        case '&':
            if (s[1] == '&')
                printf("Logical AND\n");
            else
```

```c
35                printf("Bitwise AND\n");
36            break;
37        case '|':
38            if (s[1] == '|')
39                printf("Logical OR\n");
40            else
41                printf("Bitwise OR\n");
42            break;
43        case '+':
44            printf("Addition\n");
45            break;
46        case '-':
47            printf("Subtraction\n");
48            break;
49        case '*':
50            printf("Multiplication\n");
51            break;
52        case '/':
53            printf("Division\n");
54            break;
55        case '%':
56            printf("Modulus\n");
57            break;
58        default:
59            printf("Not an operator\n");
60    }
61    return 0;
62 }
```

```
Enter input: <=
Less than or equal



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