

Switch Case Problems

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 n;
    printf("Enter month number (1 to 12) : ");
    scanf("%d", &n);
    switch (n)
    {
        case 1:
            printf("January - 31 days");
            break;
        case 2:
            printf("February - 28 days in a common year and 29 days in leap years");
            break;
        case 3:
            printf("March - 31 days");
            break;
        case 4:
            printf("April - 30 days");
            break;
        case 5:
            printf("May - 31 days");
            break;
        case 6:
            printf("June - 30 days");
            break;
        case 7:
            printf("July - 31 days");
            break;
        case 8:
            printf("August - 31 days");
            break;
        case 9:
            printf("September - 30 days");
            break;
        case 10:
            printf("October - 31 days");
            break;
        case 11:
            printf("November - 30 days");
            break;
        case 12:
            printf("December - 31 days");
            break;

        default: printf("Invalid Input");
            break;
    }
    return 0;
}
```

=====
Output:

```
Enter month number (1 to 12) : 9
September - 30 days
```

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 a, b;
    char n;
    while (1)
    {
        printf("\na. Addition\n");
        printf("b. Subtraction\n");
        printf("c. Multiplication\n");
        printf("d. Division\n");
        printf("e. Exit\n");
        printf("\nEnter your choice : ");
        fflush(stdin);
        scanf("%c", &n);
        fflush(stdin);
        switch (n)
        {
            case 'a':
                printf("Enter two numbers : ");
                scanf("%d %d", &a, &b);
                printf("Sum = %d ", a + b);
                break;
            case 'b':
                printf("Enter two numbers : ");
                scanf("%d %d", &a, &b);
                printf("Difference = %d ", a - b);
                break;
            case 'c':
                printf("Enter two numbers : ");
                scanf("%d %d", &a, &b);
                printf("Product = %d ", a * b);
                break;
            case 'd':
                printf("Enter two numbers : ");
                scanf("%d %d", &a, &b);
                printf("Division = %d ", a / b);
                break;
            case 'e':
                exit(0);
            default:
                printf("\nInvalid Input");
        } // switch case end
    } // loop end
    return 0;
}
```

=====

Output:

- a. Addition
- b. Subtraction
- c. Multiplication
- d. Division
- e. Exit

Enter your choice : c
Enter two numbers : 6 5
Product = 30
a. Addition

```

b. Subtraction
c. Multiplication
d. Division
e. Exit

Enter your choice : d
Enter two numbers : 50 2
Division = 25
a. Addition
b. Subtraction
c. Multiplication
d. Division
e. Exit

Enter your choice : e

```

- 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;
    //Ask user to input week number
    printf("Enter day number (1-7): ");
    scanf("%d", &day);
    switch (day)
    {
        case 1:
            printf("Monday - A great attitude is like a perfect cup of coffee,
don't start your day without it.");
            break;
        case 2:
            printf("Tuesday - For me, a lovely day is any day I wake up.");
            break;
        case 3:
            printf("Wednesday - It's a great day to be alive. I know the sun's
still shining when I close my eyes.");
            break;
        case 4:
            printf("Thursday - Make each day your masterpiece.");
            break;
        case 5:
            printf("Friday - Every day is a good day. There is something to
learn, care and celebrate.");
            break;
        case 6:
            printf("Saturday - A good day is a good day. A bad day is a good
story.");
            break;
        case 7:
            printf("Sunday - It's time to start living the life you've
imagined.");
            break;
        default:
            printf("Please enter Valid Number between 1 to 7");
    }
    return 0;
}

```

```

=====
Output:
Enter day number (1-7): 3

```

Wednesday - It's a great day to be alive. I know the sun's still shining when I close my eyes.

4. Write a menu driven program with the following options:
- Check whether a given set of three numbers are lengths of an isosceles triangle or not
 - Check whether a given set of three numbers are lengths of sides of a right angled triangle or not
 - Check whether a given set of three numbers are equilateral triangle or not
 - Exit

```
#include <stdio.h>
#include <stdlib.h>
int main()
{
    int side1, side2, side3;
    char c;
    while (1)
    {
        printf("\na. Check isosceles triangle or not\n");
        printf("b. Check right angled triangle or not\n");
        printf("c. Check equilateral triangle or not\n");
        printf("d. Exit\n");
        printf("Enter your choice : ");
        fflush(stdin);
        scanf("%c", &c);
        switch (c)
        {
            case 'a':
                printf("\nEnter three sides of triangle: ");
                scanf("%d%d%d", &side1, &side2, &side3);
                if (side1 == side2 || side2 == side3 || side3 == side1)
                {
                    printf("The given Triangle is isosceles\n");
                }

                else
                {
                    printf("The given Triangle is not isosceles\n ");
                }
                break;

            case 'b':
                printf("Enter three sides of triangle: ");
                scanf("%d%d%d", &side1, &side2, &side3);
                if ((side1 * side1) + (side2 * side2) == (side3 * side3) || (side1 *
side1) + (side3 * side3) == (side2 * side2) || (side2 * side2) + (side3 * side3) ==
(side1 * side1))
                {
                    printf("It is a right angle triangle!\n");
                }

                else
                {
                    printf("It is not a right angle triangle!\n");
                }
                break;

            case 'c':
                printf("Enter three sides of triangle: ");
                scanf("%d%d%d", &side1, &side2, &side3);
                if (side1 == side2 && side2 == side3)
                {
                    printf("The Given Triangle is equilateral\n");
                }
            }
        }
    }
```

```

    }

    else
    {
        printf("The Given Triangle is not equilateral\n");
    }
    break;

case 'd':
    exit(0);

default:
    printf("Invalid Input\n");
} // end switch
} // end loop
return 0;
}

```

=====

Output:

```

a. Check isosceles triangle or not
b. Check right angled triangle or not
c. Check equilateral triangle or not
d. Exit

```

Enter your choice : a

```

Enter three sides of triangle: 3 3 5
The given Triangle is isosceles

```

```

a. Check isosceles triangle or not
b. Check right angled triangle or not
c. Check equilateral triangle or not
d. Exit

```

Enter your choice : a

```

Enter three sides of triangle: 5 6 9
The given Triangle is not isosceles

```

```

a. Check isosceles triangle or not
b. Check right angled triangle or not
c. Check equilateral triangle or not
d. Exit

```

Enter your choice : d

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 var;
    printf("Enter a number (1-3) : ");
    scanf("%d", &var);
    switch (var)
    {
        case 1:

```

```

        printf("good");
        break;
    case 2:
        printf("better");
        break;
    case 3:
        printf("best");
        break;
    default:
        printf("invalid");
        break;
    }
    return 0;
}

```

Output:

```

Enter a number (1-3) : 3
best

```

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

```

#include <stdio.h>
int main()
{
    int n, y;
    printf("Enter year to check leap year or not : ");
    scanf("%d", &n);
    y = (n % 100 != 0 && n % 4 == 0) || n % 400 == 0;
    switch (y)
    {
        case 0:
            printf("%d is not leap year", n);
            break;
        case 1:
            printf("%d is leap year", n);
            break;
    }
    return 0;
}

```

Output:

```

Enter year to check leap year or not : 1900
1900 is not leap year

```

7. Program to take the value from the user as input electricity unit charges and calculate the 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()
{
    int unit;
    float total, surcharge ;
    printf("Enter electricity unit : ");
    scanf("%d", &unit);
    switch (unit)
    {
        case 0: printf("Please enter valid input");
            break;
    }
}

```

```

case 1 ... 50:
    total = unit * 0.50;
    surcharge = total * 0.20;
    total = surcharge + total;
    printf("The total electricity bill (An additional surcharge of 20%c is
added to the bill) : Rs. %f/-", 37, total);
    break;
case 51 ... 150:
    total = unit * 0.75;
    surcharge = total * 0.20;
    total = surcharge + total;
    printf("The total electricity bill (An additional surcharge of 20%c is
added to the bill) : Rs. %f/-", 37, total);
    break;
case 151 ... 250:
    total = unit * 1.20;
    surcharge = total * 0.20;
    total = surcharge + total;
    printf("The total electricity bill (An additional surcharge of 20%c is
added to the bill) : Rs. %f/-", 37, total);
    break;
default:
    total = unit * 1.50;
    surcharge = total * 0.20;
    total = surcharge + total;
    printf("The total electricity bill (An additional surcharge of 20%c is
added to the bill): Rs. %f/-", 37, total);
}
return 0;
}

```

Output:

Enter electricity unit : 190

The total electricity bill (An additional surcharge of 20% is added to the bill) :
Rs. 273.600006/-

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>
int main()
{
    float number;
    int choice;
    printf("1. Negative to positive\n");
    printf("2. Positive to negative\n");
    printf("Enter your choice : ");
    scanf("%d", &choice);
    switch (choice)
    {
        case 1:
            printf("Enter a Negative number : ");
            scanf("%f", &number);
            number = number * (-1);
            printf("Positive form of the number is %f", number);
            break;
        case 2:
            printf("Enter a Positive number : ");
            scanf("%f", &number);
            number = number * (-1);
            printf("Negative form of the number is %f", number);
            break;
        default:
            printf("Invalid Input");
    }
}

```

```

    }
    return 0;
}
=====
Output:
1. Negative to positive
2. Positive to negative
Enter your choice : 2
Enter a Positive number : 96
Negative form of the number is -96.000000

```

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

```

#include <stdio.h>
int main()
{
    int number;
    printf("Enter a even number : ");
    scanf("%d", &number);
    switch (number % 2)
    {
        case 0:
            printf("%d upper nearest odd number is %d", number, number + 1);
            break;
        default:
            printf("Invalid input");
    }
    return 0;
}
=====
Output:
Enter a even number : 12
12 upper nearest odd number is 13

```

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

```

#include <stdio.h>
int main()
{
    int a, b, c, d = 0;
    printf("Enter three number for quadratic equation (a, b, c) : ");
    scanf("%d%d%d", &a, &b, &c);
    d = (b * b) - (4 * a * c);
    printf("D=%d\n", d);
    switch (d > 0)
    {
        case 1:
            printf("Roots are real and distinct (unequal)");
            break;
        case 0:
            switch (d == 0)
            {
                case 1:
                    printf("Roots are real and equal (coincident)");
                    break;
                case 0:
                    printf("Roots are imaginary and unequal");
            } // end inner switch case
    } // end outer switch case
    return 0;
}
=====
Output:
Enter three number for quadratic equation (a, b, c) : 2 8 3
D=40

```


Roots are real and distinct (unequal)