

## Coding C++

RUN

MENU

Auto saved at 22:30:17

```
1 #include<stdio.h>
2 int main()
3 {
4     int d;
5     printf("enter digit");
6     scanf("%d",&d);
7     switch(d)
8     {
9         case 0:printf("\n zero");
10             break;
11         case 1:printf("\n one");
12             break;
13         case 2:printf("\n two");
14             break;
15         case 3:printf("\n three");
16             break;
17         case 4:printf("\n four");
18             break;
19         case 5:printf("\n five");
20             break;
21         case 6:printf("\n six");
22             break;
23         case 7:printf("\n seven");
24             break;
25         case 8:printf("\n eight");
26             break;
27         case 9:printf("\n nine");
28             break;
29         default:printf("\n invalid oprator");
30             break;
31     }
32 }
```

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## Compile Result

```
enter digit 9
```

```
    nine
```

```
[Process completed - press  
Enter]
```



## Coding C++

RUN

MENU

Auto saved at 11:18:13

```
1 #include<stdio.h>
2 #include<conio.h>
3 int main()
4 {
5     int a,b,c;
6     char op;
7     printf("enter operator");
8     scanf("%c",&op);
9     printf("\n enter two no");
10    scanf("%d%d",&a,&b);
11    switch(op)
12    {
13        case '+':c=a+b;
14            printf("\n addition=%d",c);
15            break;
16        case '-':c=a-b;
17            printf("\n subtraction=%d",c);
18            break;
19        case '*':c=a*b;
20            printf("\n multiplication=%d",
21                c);
22            break;
23        case '/':c=a/b;
24            printf("\n division=%d",c);
25            break;
26        default:printf("\n invalid opretor");
27    }
28
29 }
```

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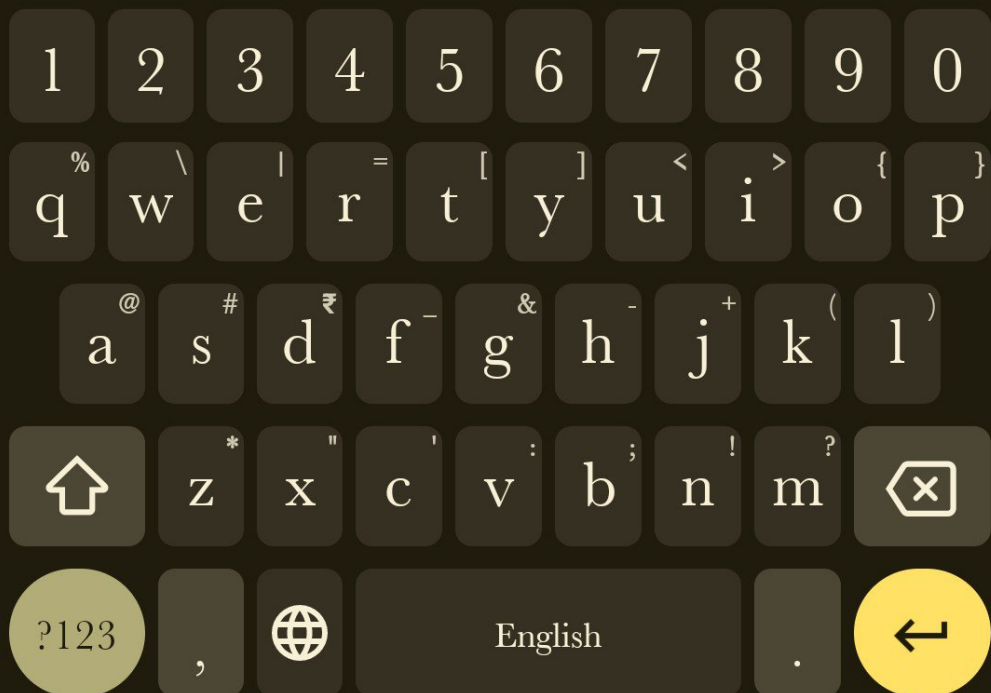
# Compile Result

enter operator-

enter two no500 200

subtraction=300

[Process completed - press  
Enter]



## Coding C++

RUN

MENU

Auto saved at 15:18:47

```
1 #include<stdio.h>
2 #include<conio.h>
3 int main()
4 {
5     int ch;
6     float radius, area,ci,volume;
7     printf("1.area of circle\n2.circumference of c\n");
8     printf("enter your choice : ");
9     scanf("%d",&ch);
10    switch(ch)
11    {
12        case 1:
13            printf("\nEnter the radius of Circle : ");
14            scanf("%f", &radius);
15            area = 3.14 * radius * radius;
16            printf("\nArea of Circle : %f", area);
17            break;
18        case 2:
19            printf("\nEnter the radius of Circle : ");
20            scanf("%f",&radius);
21            ci = 2 * 3.14 * radius;
22            printf("\nCircumference : %f ", ci);
23            break;
24        case 3:
25            printf("Enter radius of the sphere : \n");
26            scanf("%f", &radius);
27            volume = (4.0/3) * (3.14) * radius * radius * radius;
28            printf("\n Volume of sphere is : %f", volume);
29            break;
30        default: printf ("\n Invalid entry");
31    }
32
33    getch();
34    return 0;
35}
36
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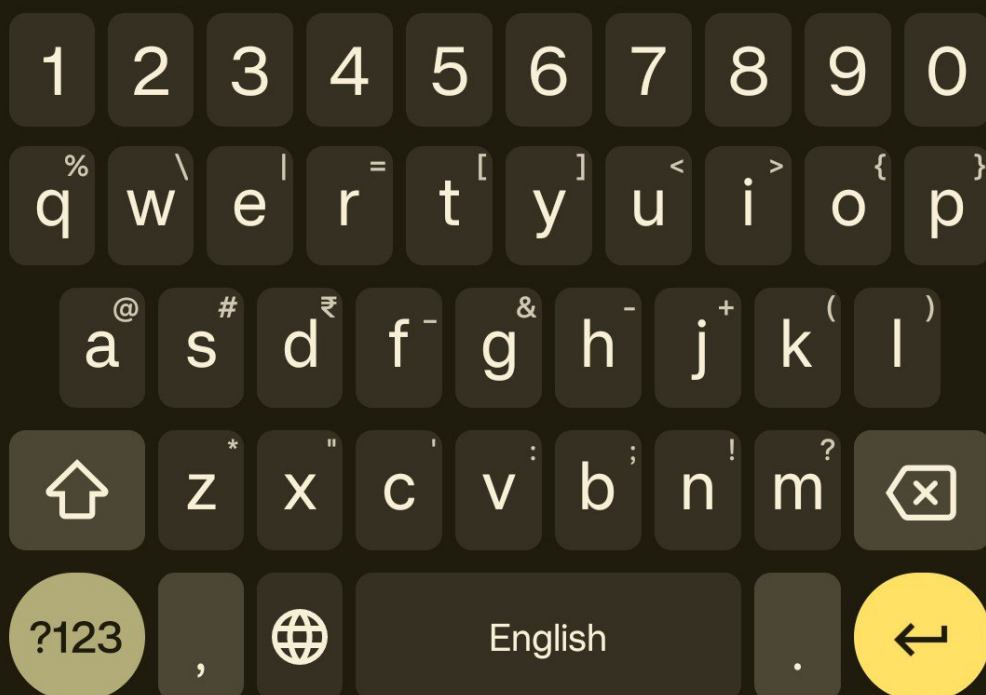


## Compile Result

```
1.area of circle
2.circumference of circle
3.volume of sphere
enter your choice :
2
```

```
Enter the radius of Circle : 6 2
```

```
Circumference : 37.680000
[Process completed - press Enter]
```





## Coding C++

RUN

MENU

Nothing changed

```
1 #include<stdio.h>
2 #include<conio.h>
3 int main()
4 {
5
6     int x,y,n,ch,t;
7     printf("enter two number");
8     scanf("%d%d",&x,&y);
9     printf("\n1equality \n 2 less than \n3quotient
10    printf(" \n enter choise");
11     scanf("%d",& ch);
12     switch(ch)
13     {
14         case 1:if(x==y)
15             printf("x and y are equal");
16         else
17             printf("x and y are not equal");
18             break;
19         case 2:if(x<y)
20             printf("x is less than y");
21             else
22             printf("x is greater than y");
23             break;
24         case 3:printf(" \n quotient=%d",x/y);
25             printf(" \n remainder=%d",x%y);
26             break;
27         default:printf(" \n invalid choise");
28             getch();
29             return 0;
30     }
31 }
```

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# Compile Result

enter two number 30 20

1equality

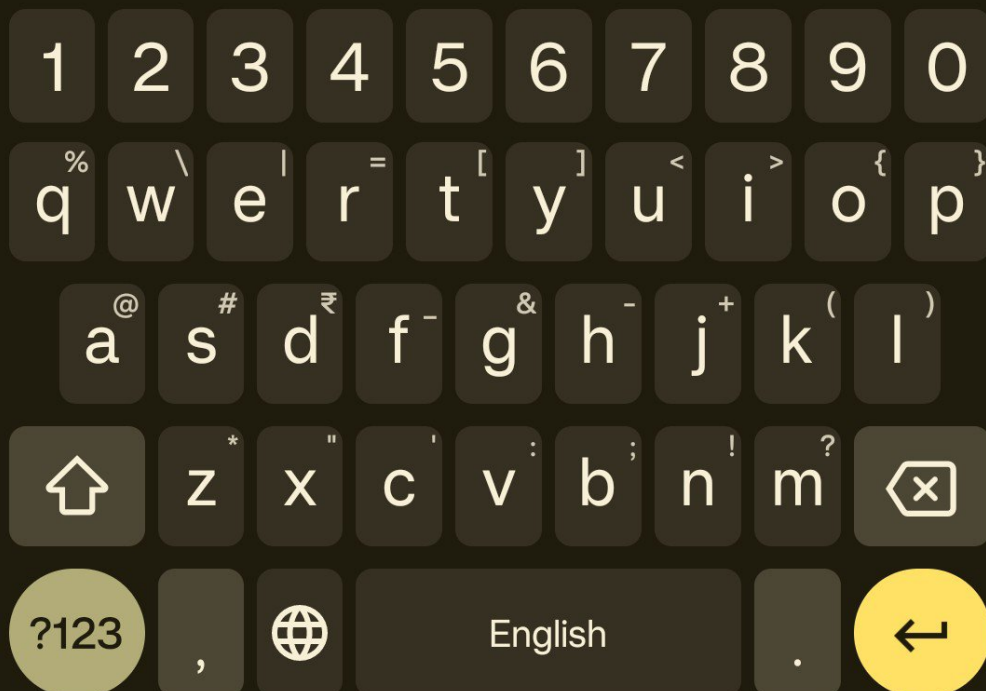
2 less than

3quotient and remainder

enter choice1

x and y are not equal

[Process completed - press Enter]





## Coding C++

RUN

MENU

Auto saved at 14:45:33

```
1 #include<stdio.h>
2 #include<conio.h>
3 int main()
4 {
5     int choice,r,l,w,b,h;
6     float area;
7     printf("\n 1: area of square");
8     printf("\n 2: area of rectrangle");
9     printf("\n 3: area of trangle");
10    printf("\n enter choice");
11    scanf("%d",&choice);
12    switch(choice)
13    {
14        case 1:printf("\n enter lenth of squre");
15        scanf("%d",&r);
16        area=r*r;
17        break;
18        case 2:printf("\n enter lenth an width");
19        scanf("%d%d",&l,&w);
20        area=l*w;
21        break;
22        case 3:printf("\n enter base amd hight of tr");
23        scanf("%d%d",&b,&h);
24        area=0.5*b*h;
25        break;
26    }
27    printf("\n the area is=%f",area);
28    getch();
29    return 0;
30 }
```

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## Compile Result

```
1: area of square  
2: area of rectangle  
3: area of triangle  
enter choice2
```

```
enter length and width 8 4
```

```
the area is=32.000000  
[Process completed - press Enter]
```

