1)

#include<stdio.h>

int main()

{

int num;

printf("Enter the month number:");

scanf("%d",&num);

switch(num)

{f

case 1:

printf("31");

break;

case 2:

printf("28");

break;

case 3:

printf("31");

break;

case 4:

printf("30");

break;

case 5:

printf("31");

break;

case 6:

printf("30");

break;

case 7:

printf("31");

break;

case 8:

printf("31");

break;

case 9:

printf("30");

break;

case 10:

printf("31");

break;

case 11:

printf("30");

break;

case 12:

printf("31");

break;

default:

printf("Invalid");

}

return 0;

}

2)

#include<stdio.h>

int main()

{

int a,b,n;

printf("Enter two numbers");

scanf("%d%d",&a,&b);

printf("1. Addition\n2. Subtraction\n3. Multiplication\n4. Division\n5. Exit\n");

printf("Enter the choice:");

scanf("%d",&n);

switch(n)

{

case 1:

printf("Addition=%d",a+b);

break;

case 2:

printf("Subtraction=%d",a-b);

break;

case 3:

printf("Multiplication=%d",a\*b);

break;

case 4:

printf("Division=%d",a/b);

break;

case 5:

break;

}

return 0;

}

3)

#include<stdio.h>

int main()

{

int n;

printf("Enter the day number:");

scanf("%d",&n);

switch(n)

{

case 1:

printf("First day of week");

break;

case 2:

printf("Second day of week");

break;

case 3:

printf("Third day of week");

break;

case 4:

printf("Forth day of week");

break;

case 5:

printf("Fifth day of week");

break;

case 6:

printf("Sixth day of week");

break;

case 7:

printf("Last day of the week");

break;

default:

printf("Invalid");

}

return 0;

}

4)

#include<stdio.h>

int main()

{

int a,b,c,n;

printf("Enter the lengths:");

scanf("%d%d%d",&a,&b,&c);

printf("1. Check whether a given set of three numbers are lengths of an isosceles triangle or not\n2. Check whether a given set of three numbers are lengths of sides of a right angled triangle or not\n3. Check whether a given set of three numbers are equilateral triangle or not\n4. Exit\n");

printf("Enter the choice:");

scanf("%d",&n);

switch(n)

{

case 1:

if((a==b&&a!=c)||(a==c&&a!=b)||(c==b&&c!=a))

printf("Isoceles triangle");

else

printf("Not isoceles triangle");

break;

case 2:

if((a\*a+b\*b==c\*c)||(c\*c+b\*b==a\*a)||(a\*a+c\*c==b\*b))

printf("Right angled triangle");

else

printf("Not right angled triangle");

break;

case 3:

if(a==b&&a==c)

printf("Equilateral triangle");

else

printf("Not equilateral triangle");

break;

case 4:

break;

}

return 0;

}

5)

#include<stdio.h>

int main()

{

int var;

printf("Enter the choice:");

scanf("%d",&var);

switch(var)

{

case 1:

printf("good");

break;

case 2:

printf("better");

break;

case 3:

printf("best");

break;

default:

printf("invalid");

}

return 0;

}

6)

#include<stdio.h>

int main()

{

int yr;

printf("Enter the year:");

scanf("%d",&yr);

switch((yr%400==0)||(yr%4==0&&yr%100!=0))

{

case 0:

printf("Not leap year");

break;

case 1:

printf("Leap year");

}

return 0;

}

7)

#include<stdio.h>

int main()

{

int n;

float total;

printf("Enter the units:");

scanf("%d",&n);

switch(n<=50)

{

case 1:

total=n\*0.5;

break;

case 0:

switch(n<=150)

{

case 1:

total=25+(n-50)\*0.75;

break;

case 0:

switch(n<=250)

{

case 1:

total=100+(n-150)\*1.2;

break;

case 0:

total=220+(n-250)\*1.5;

break;

}break;

}break;

}

total=total+total\*0.2;

printf("The bill=%.2f",total);

return 0;

}

8)

#include<stdio.h>

int main()

{

int num;

printf("Enter the num:");

scanf("%d",&num);

switch(num>0)

{

case 0:

printf("%d",-num);

break;

case 1:

printf("%d",-num);

}

return 0;

}

9)

#include<stdio.h>

int main()

{

int num;

printf("Enter the num:");

scanf("%d",&num);

switch(num%2==0)

{

case 0:

printf("%d",num);

break;

case 1:

printf("%d",num+1);

}

return 0;

}

10)

#include<stdio.h>

#include<math.h>

int main()

{

int a,b,c,d;

printf("Enter the value of a,b,c:");

scanf("%d%d%d",&a,&b,&c);

d=pow(b,2)-4\*a\*c;

printf("Roots are:");

switch(d>0)

{

case 1:

printf("%d,%d",(-b+sqrt(d))/(2\*a),(-b-sqrt(d))/(2\*a));

break;

case 0:

switch(d<0)

{

case 1:

printf("%d+%di,%d-%di",-b/(2\*a),sqrt(-d)/(2\*a),-b/(2\*a),sqrt(-d)/(2\*a));

break;

case 0:

printf("%d,%d",-b/(2\*a),-b/(2\*a));

}

break;

}

return 0;

}