

Assignment-13: Switch Case Control Statements

1. Write a program which takes the month number as an input and displays the number of days in that month.
2. Write a menu-driven program with the following options:
 1. Addition
 2. Subtraction
 3. Multiplication
 4. Division
 5. Exit
3. Write a program which takes the day number of a week and displays a unique greeting message for the day.
4. Write a menu-driven program with the following options:
 1. Check whether a given set of three numbers are lengths of an isosceles triangle or not
 2. Check whether a given set of three numbers are lengths of sides of a right-angled triangle or not
 3. Check whether a given set of three numbers are equilateral triangle or not
 4. Exit
5. Convert the following `if-else-if` construct into a switch case:

```
if (var == 1)
    printf("Good");
else if (var == 2)
    printf("Better");
else if (var == 3)
    printf("Best");
else
    printf("Invalid");
```

6. Write a program to find and display the grade obtained by a student in a test. Grading specifications are:
 - o Marks from 90 to 100 : Grade A
 - o Marks from 80 to less than 90 : Grade B
 - o Marks from 70 to less than 80 : Grade C
 - o Marks from 60 to less than 70 : Grade D
 - o Marks from 50 to less than 60 : Grade E
 - o Marks below 50 : Grade F
 - o Marks above 100 or below 0 : Invalid Marks
7. Write a menu-driven program with the following options:
 0. Factorial of a number
 1. Check Even or Odd
 2. Area of a Circle
 3. Sum of first N natural numbers
 4. Exit

8. Write a program to check whether a given character is an uppercase alphabet, lowercase alphabet, or a special character using switch case.
9. Write a program to check whether a given character is a vowel, consonant, or some other special character using switch case.
10. Write a menu-driven program with the following options:

Calculate LCM of two numbers

Calculate sum of digits of a number

Volume of a cuboid

Check whether a number is Prime or not

Exit