```
1. main.c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "header.h"
int main(){
  int question;
  printf("Enter Question Numnber: ");
  scanf("%d", &question);
  getchar();
  switch(question){
    case 1:{
      float a, b;
      printf("Enter Two Numbers : ");
      scanf("%f%f", &a, &b);
      float max = MaxBetweenTwo(a, b);
      printf("Maximum Between %f and %f is : %f", a, b, max);
      break;
    }
    case 2:{
      float a;
      printf("Enter the Number : ");
      scanf("%f",&a);
      Check(a);
      break;
    }
    case 3:{
      int a;
      printf("Enter Number : ");
      scanf("%d", &a);
```

```
CheckDivisibleBy5And11(a);
  break;
}
case 4:{
  int a;
  printf("Enter Number : ");
  scanf("%d", &a);
  EvenOdd(a);
  break;
}
case 5:{
  int year;
  printf("Enter year : ");
  scanf("%d", &year);
  isLeapYear(year);
  break;
}
case 6:{
  char ch;
  printf("Enter a Character : ");
  scanf("%c", &ch);
  AlphabetCheck(ch);
  break;
}
case 7:{
  char ch;
  printf("Enter a Character : ");
  scanf("%c", &ch);
  VowelConsonant(ch);
  break;
}
```

```
case 8:{
  char ch;
  printf("Enter a Character : ");
  scanf("%c", &ch);
  AlphabetDigitSpecialChar(ch);
  break;
}
case 9:{
  char ch;
  printf("Enter a Character : ");
  scanf("%c", &ch);
  UppercaseLowercase(ch);
  break;
}
case 10:{
  int mn;
  printf("Enter Month Number : ");
  scanf("%d", &mn);
  int days = NumberOfDaysInMonth(mn);
  printf("Number of Days in month no %d are : %d", mn, days);
  break;
}
case 11:{
  float a, b, c;
  printf("Enter Angles of Triangle : ");
  scanf("%f%f%f", &a, &b, &c);
  AnglesOfTriangle(a, b, c);
  break;
}
case 12:{
  float a , b , c;
```

```
printf("Enter Angles of Triangle : ");
  scanf("%f%f%f", &a, &b, &c);
  TypeOfTriangle(a, b, c);
  break;
}
case 13:{
  float a, b, c;
  printf("Enter Coefficients a, b, c of Quadratic Equation: ");
  scanf("%f%f%f", &a, &b, &c);
  RootsOfQuadratiEquation(a, b, c);
  break;
}
case 14:{
  float a, b, c, d, e;
  printf("Enter Marks of Five Subjects : ");
  scanf("%f%f%f%f%f", &a, &b, &c, &d, &e);
  char grade = Grade(a, b, c, d, e);
  printf("Your Grade is %c",grade);
  break;
}
case 15:{
  float basic_salary, gross_salary;
  printf("Enter Basic Salary : ");
  scanf("%f", &basic_salary);
  gross_salary = GrossSalary(basic_salary);
  printf("The gross salary of the employee is : %.2f\n", gross_salary);
  break;
}
case 16:{
  int units;
  float bill;
```

```
printf("Enter Electricity Units:");
    scanf("%d", &units);
    bill = ElectricityBill(units);
    printf("Total Electricity Bill is %f ", bill);
    break;
}
    default:
    break;
}
return 0;
}
```

2. header.h

```
float MaxBetweenTwo(float a , float b);
void Check(float a);
void CheckDivisibleBy5And11(int a);
void EvenOdd(int a);
void isLeapYear(int year);
void AlphabetCheck(char ch);
void VowelConsonant(char ch);
void AlphabetDigitSpecialChar(char ch);
void UppercaseLowercase(char ch);
int NumberOfDaysInMonth(int mn);
void AnglesOfTriangle(float a, float b, float c);
void TypeOfTriangle(float a, float b, float c);
void RootsOfQuadratiEquation(float a, float b, float c);
char Grade(float a , float b , float c, float d, float e);
float GrossSalary(float basic_salary);
float ElectricityBill(int units);
```

```
3. logic.c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "header.h"
#include <math.h>
#include <ctype.h>
float MaxBetweenTwo(float a , float b){
  if(a > b){
    return a;
  }
  else
    return b;
}
void Check(float a){
  if(a > 0){
    printf("The Number %f is Positive", a);
  }
  else if(a < 0){
    printf("The Number %f is Negative", a);
  }
  else{
    printf("The Number %f is Zero", a);
  }
}
void CheckDivisibleBy5And11(int a){
  if((a \% 5 == 0) \&\& (a \% 11 == 0)){
    printf("The Number %d is divisible by both 5 and 11", a);
```

```
}
  else{
    printf("The Number %d is not divisible by both 5 and 11", a);
  }
}
void EvenOdd(int a){
  if(a % 2 == 0){
    printf("The Number %d is Even",a);
  }
  else{
    printf("The Number %d is Odd",a);
  }
}
void isLeapYear(int year){
  if(year % 400 == 0){
    printf("The Year %d is a Leap Year", year);
  }
  else if(year % 100 == 0){
    printf("The Year %d is not aLeap Year", year);
  }
  else if(year \% 4 == 0){
    printf("The Year %d is a Leap Year", year);
  }
  else{
    printf("The Year %d is not aLeap Year", year);
  }
}
```

```
void AlphabetCheck(char ch){
  int A = (int)ch;
  if((A >= 65 \&\& A <= 90) || (A >= 97 \&\& A <= 122)){}
    printf("The Given Character %c is Alphabet", ch);
  }
  else{
    printf("The Given Character %c is not a Alphabet", ch);
  }
}
void VowelConsonant(char ch){
  char chr = tolower(ch);
  int a = (int)chr;
  if(a == 97 || a == 101 || a == 105 || a == 111 || a == 117){
    printf("The character %c is a vowel", ch);
  }
  else{
    printf("The character %c is a consonant", ch);
  }
}
void AlphabetDigitSpecialChar(char ch){
  int A = (int)ch;
  if((A >= 65 \&\& A <= 90) || (A >= 97 \&\& A <= 122)){}
    printf("The Given Character %c is Alphabet", ch);
  }
  else if(A >= 48 \&\& A <= 57){
    printf("The Given Character %c is Digit", ch);
  }
  else {
    printf("The Given Character %c is a Special Character", ch);
```

```
}
}
void UppercaseLowercase(char ch){
  int A = (int)ch;
  if(A >= 65 \&\& A <= 90){
    printf("The Character %c is Uppercase alphabet", ch);
  }
  else if(A >= 97 && A <= 122){
    printf("The Character %c is Lowercase alphabet", ch);
  }
  else{
    printf("The Character %c is not a alphabet", ch);
  }
}
int NumberOfDaysInMonth(int mn){
  int NoOfDays = 0;
  if(mn <= 0 | | mn > 12){
    printf("Invalid Month Number ");
  }
  else if(mn == 1 || mn == 3 || mn == 5 || mn == 7 || mn == 8 || mn == 10 || mn == 12){
    NoOfDays = 31;
  }
  else if(mn == 2){
    NoOfDays = 28;
  }
  else {
    NoOfDays = 30;
  }
  return NoOfDays;
```

```
}
void AnglesOfTriangle(float a, float b, float c){
  if(a + b + c == 180){
     printf("The Triangle is Valid");
  }
  else{
     printf("The Triangle is Invalid");
  }
}
void TypeOfTriangle(float a, float b, float c){
  if(a + b + c == 180){
     if(a == b \&\& b == c \&\& a == c){
       printf("The Triangle is Equilateral");
     }
     else if((a == b && a != c) || (b == c && a != b) || (a == c && b != c)){
       printf("The Triangle is Isosceles");
    }
     else{
       printf("The Triangle is Scalene");
     }
  }
  else{
     printf("The Triangle is Invalid");
  }
}
void RootsOfQuadratiEquation(float a, float b, float c){
  float root1, root2, realPart, imaginaryPart;
  float discriminant = b * b - 4 * a * c;
```

```
if(a == 0){
    printf("It is not a quadratic equation");
  }
  else if(discriminant > 0){
    root1 = (-b + sqrt(discriminant)) / (2 * a);
    root2 = (-b - sqrt(discriminant)) / (2 * a);
    printf("Roots of the quadratic equation are real and different\n");
    printf("Root1 = \%f\n", root1);
    printf("Root2 = %f", root2);
  }
  else if(discriminant == 0){
    root1 = root2 = -b / (2 * a);
    printf("Roots of the quadratic equation are real and same\n");
    printf("Root1 = Root2 = %f\n",root1);
  }
  else{
    realPart = -b/(2*a);
    imaginaryPart = sqrt(-discriminant) / (2 * a);
    printf("Roots of the quadratic equation are complex and different\n");
    printf("Root1 = %.2f + %.2fi\n", realPart, imaginaryPart);
    printf("Root2 = %.2f + %.2fi\n", realPart, imaginaryPart);
  }
}
char Grade(float a , float b , float c, float d, float e){
  float percentage = (a + b + c + d + e)/5;
  printf("Your Percentage is %f\n", percentage);
  if(percentage >= 90){
    return 'A';
  }
```

```
else if(percentage >= 80){
    return 'B';
  }
  else if(percentage >= 70){
    return 'C';
  }
  else if(percentage >= 60){
    return 'D';
  }
  else if(percentage >= 40){
    return 'E';
  }
  else{
    return 'F';
  }
}
float GrossSalary(float basic_salary){
  float gross_salary, hra, da;
  if(basic_salary <= 10000){</pre>
    hra = (0.20) * basic_salary;
    da = (0.80) * basic_salary;
  }
  else if(basic_salary <= 20000){
    hra = (0.25) * basic_salary;
    da = (0.90) * basic_salary;
  }
  else {
    hra = (0.30) * basic_salary;
    da = (0.95) * basic_salary;
  }
```

```
gross_salary = basic_salary + hra + da;
  return gross_salary;
}
float ElectricityBill(int units){
  float bill;
  if(units <= 50){
    bill = units * 0.50;
  }
  else if(units <= 150){
    bill = 50 * 0.5 + (units - 50) * 0.75;
  }
  else if(units <= 250){
    bill = 50 * 0.5 + 100 * 0.75 +(units - 150) * 1.20;
  }
  else if(units > 250){
    bill = 50 * 0.5 + 100 * 0.75 + 100 * 1.20 + (units - 250) * 1.50;
  }
  bill = bill + bill * 20 / 100;
  return bill;
}
```

Outputs of Conditional Statements Lab Assignment:

```
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 1
Enter Two Numbers: 25 36
Maximum Between 25.000000 and 36.000000 is: 36.000000
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 2
Enter the Number: -25
The Number: -25000000 is Negative
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 3
Enter Question Numnber: 3
Enter Number: 65
The Number: 65
The Number 65 is not divisible by both 5 and 11
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 4
Enter Question Numnber: 5
The Number: 55
The Number: 55 is Odd
```

```
E:\COEP\DSA\Assignments\ArrayLabAssignment>gcc -Wall main.c logic.c -o a
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 5
Enter year : 2024
The Year 2024 is a Leap Year
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 6
Enter a Character : T
The Given Character T is Alphabet
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 6
Enter a Character: #
The Given Character # is not a Alphabet
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 7
Enter a Character : A
The character A is a vowel
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 7
Enter a Character : B
The character B is a consonant
```

```
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 8
Enter a Character : W
The Given Character W is Alphabet
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 8
Enter a Character : 5
The Given Character 5 is Digit
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 8
Enter a Character : $
The Given Character : $
The Given Character : $
The Given Character $ is a Special Character
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter a Character $ is a Special Character
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 9
Enter a Character : s
The Character s is Lowercase alphabet
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 10
Enter Month Number: 10
Enter Month Number: 5
Number of Days in month no 5 are : 31
```

```
Enter Question Numnber: 11
Enter Angles of Triangle: 30 60 90
The Triangle is Valid
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 11
Enter Angles of Triangle: 50 60 80
The Triangle is Invalid
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 12
Enter Angles of Triangle: 60 60 60
The Triangle is Equilateral
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 12
Enter Angles of Triangle: 40 40 100
The Triangle is Isosceles
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 13
Enter Question Numnber: 13
Enter Question Numnber: 13
Enter Oefficients a, b, c of Quadratic Equation: 1 2 4
Roots of the quadratic equation are complex and different
Root1 = -1.00 + 1.73i

E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 13
Enter Coefficients a, b, c of Quadratic Equation: 1 4 4
Roots of the quadratic equation are real and same
Root1 = Root2 = -2.000000
```

```
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 14
Enter Marks of Five Subjects : 75 80 95 85 90
Your Percentage is 85.000000
Your Grade is 8
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 15
Enter Basic Salary : 50000
The gross salary of the employee is : 112500.00
E:\COEP\DSA\Assignments\ArrayLabAssignment>a
Enter Question Numnber: 16
Enter Question Numnber: 16
Enter Electricity Units : 257
Total Electricity Units : 257
Total Electricity Units : 276
E:\COEP\DSA\Assignments\ArrayLabAssignment>
E:\COEP\DSA\Assignments\ArrayLabAssignment>
E:\COEP\DSA\Assignments\ArrayLabAssignment>
E:\COEP\DSA\Assignments\ArrayLabAssignment>
E:\COEP\DSA\Assignments\ArrayLabAssignment>
E:\COEP\DSA\Assignments\ArrayLabAssignment>
E:\COEP\DSA\Assignments\ArrayLabAssignment>
E:\COEP\DSA\Assignments\ArrayLabAssignment>
```