

Programming In C

Practical Four

30499

01)

- ```
#include <stdio.h>
int main()
{
 int n ;
 printf(" Enter A Number.");
 scanf(" %d", &n);
 if(n%2 == 0)
 printf(" %d Is An Even Number.");
 else
 printf(" %d Is An Odd Number.");
}
```
- ```
#include <stdio.h>
int main()
{
    int n, k;
    printf(" Enter A Number.");
    scanf(" %d", &n);
    k = n%2;
    switch(k)
    {
        case 0 : printf(" %d Is An Even Number.");
                 break;
        default : printf(" %d Is An Odd Number.");
                 break;
    }
```

```

    }
}

```

```

02) #include <stdio.h>
int main()
{
    int no1,no2, a, o, b;
    printf(" Enter First Number.");
    scanf(" %d", &no1);
    printf( " Enter Second Number.");
    scanf(" %d", &no2);
    printf(" Choose An Operation\n 1-->+\n 2--> -\n 3--> *\n 4 -->/\n
Enter Operation :");
    scanf(" %d", &o);
    switch(o)
    {
        case 1 : a = no1 + no2;
                printf(" Answer Is = %d ",a);
                break;
        case 2 : if( no1<= no2)
                a = no2 – no1;
                else
                a = no1 – no2;
                printf(" Answer is = %d", a);
                break;
        case 3 : a = no1 * no2;
                printf(" Answer Is = %d", a);
                break;
        case 4 : if( no1<= no2)
                a = no2/no1;
                else
                a = no1/no2;
                b= no1%no2;
    }
}

```

```

        printf(" Answer Is = %d \n Remainder = %d", a,b);
        break;
    default : printf(" Error : Invalid Operation.");
}
}

```

03)

```

#include <stdio.h>
int main()
{
    float r,c,a,v,p=3.14159;
    int o;
    printf(" Select what you need to calculate\n1.--
>Circumference\n2.-->Area\n3.-->Volume");
    scanf("%d",&o);
    printf(" Input the value of the radius");
    scanf(" %f",&r);
    switch(o)
    {
        case 1 : c = 2 * p * r;
                printf(" Circumference = %f",c);
        case 2 : a = p * r * r;
                printf(" Area = 5f",a);
                break;
        case 3 : v = 4 * p * r * * r * r / 3;
                printf(" Volume = %f",v);
                break;
        default : printf(" Error! Invalid operation");
    }
}

```

```
}
```

```
04) #include <stdio.h>
int main()
{
    char i;
    printf(" Enter A Letter.");
    scanf(" %c", &i);
    switch(i)
    {
        case 'a' : printf( " %c is a vowel.",i );
                    break;
        case 'e' : printf(" %c is a vowel.",i);
                    break;
        case 'i' : printf(" %c is a vowel.",i);
                    break;
        case 'o' : printf(" %c is a vowel.",i);
                    break;
        case 'u' : printf(" %c is a vowel.",i);
                    break;
        case 'A' : printf(" %c is a vowel.",i);
                    break;
        case 'E' : printf(" %c is a vowel.",i);
                    break;
        case 'I' : printf( " %c is a vowel.",i);
                    break;
        case 'O' : printf(" %c is a vowel.",i);
                    break;
        case 'U' : printf(' %c is a vowel.",i);
                    break;
        default : printf(" %d is not a vowel.",i);
    }
}
```

```
05)    #include <stdio.h>
        int main()
        {
            int m;
            printf(" Enter A Month.");
            scanf(" %d" ,&m);
            switch(m)
            {
                case 1 : printf(" %d st month has 31 days.",m);
                           break;
                case 2 : printf(" % rd month has 31 days.",m);
                           break;
                case 5:
                case 7 :
                case 8 :
                case 10 :
                case 12 : printf(" %d th month has 31 days.",m);
                           break;
                case 4 :
                case 6 :
                case 9 :
                case 11 : printf(" %d month has 30 days.",m);
                           break;
                case 2 : printf(" %d nd month has 28 days.",m);
                           break;
                default : printf(" Error! Invalid Input.");
            }
        }
```

