**Practical Number 04**

**Q1.** #include <stdio.h>

int main () {

int num, ans;

printf("Enter a number: ");

scanf("%d", &num);

ans = num % 2;

switch (ans)

{

case 0:

ans = 0;

printf("Even number");

break;

case 1:

ans != 0;

printf("Odd number");

break;

default:

break;

}

}

Q2. #include <stdio.h>

#include <stdlib.h>

#include <math.h>

int main () {

int num1, num2, ans;

int operator;

printf("Enter first number: ");

scanf("%d", &num1);

printf("Enter second number: ");

scanf("%d", &num2);

printf("\n");

printf("\t--Calculator--\n");

printf("\n");

printf("Addition -----------> 1\n");

printf("Subtraction --------> 2\n");

printf("Multiple -----------> 3\n");

printf("Division -----------> 4\n");

printf("\n");

printf("\t Choose any operation for calculate as number(ex:1): ");

scanf("%d", &operator);

printf("\n");

switch (operator)

{

case 1:

ans = num1 + num2;

printf("Addition = %d", ans);

break;

case 2:

ans = num1 - num2;

printf("Subtraction = %d", ans);

break;

case 3:

ans = num1 \* num2;

printf("Multiplication = %d", ans);

break;

case 4:

ans = num1 / num2;

printf("Division = %d", ans);

default:

break;

}

return 0;

}

Q3

#include <stdio.h>

int main () {

int operator;

float ans, radius;

printf("\tCalculate\n");

printf("Calculate Circumference of a circle --------> 1\n");

printf("Calculate Area -----------------------------> 2\n");

printf("Calculate Volume(sphere) -------------------> 3\n");

printf("\n");

printf("\t Choose any operation for calculate(ex: Calculate circumference): ");

scanf("%d", &operator);

printf("\n");

printf("Enter radius: ");

scanf("%f", &radius);

switch (operator) {

case 1:

ans = 2 \* 3.14 \* radius;

printf("The circumference of the circle is %.2f", ans);

break;

case 2:

ans = 2 \* 3.14 \* radius \* radius;

printf("The area of the circle is %.2f", ans);

break;

case 3:

ans = (4 / 3) \* 3.14 \* radius \* radius \* radius;

printf("The volume of the sphere is %.2f", ans);

break;

default:

break;

}

return 0;

}

Q4

#include <stdio.h>

int main () {

char character;

printf("Enter a character: ");

scanf("%s", &character);

switch (character) {

case 'a':

printf("Vowel letter");

break;

case 'e':

printf("Vowel letter");

break;

case 'i':

printf("Vowel letter");

break;

case 'o':

printf("Vowel letter");

break;

case 'u':

printf("Vowel letter");

break;

default:

printf("Not a vowel letter");

break;

}

return 0;

}

Q5.

#include <stdio.h>

int main () {

int month;

printf("Enter month number: ");

scanf("%d", &month);

switch (month) {

case 1:

printf("January has 31 days");

break;

case 2:

printf("February has 28 days");

break;

case 3:

printf("March has 31 days");

break;

case 4:

printf("April has 30 days");

break;

case 5:

printf("May has 31 days");

break;

case 6:

printf("June has 30 days");

break;

case 7:

printf("July has 31 days");

break;

case 8:

printf("August has 31 days");

break;

case 9:

printf("September has 30 days");

break;

case 10:

printf("October has 31 days");

break;

case 11:

printf("November has 30 days");

break;

case 12:

printf("December has 31 days");

break;

default:

break;

}

return 0;

}