# **Practical 04**

01)

(using if-else)

#include <stdio.h>

int main()

{

int num;

printf("Enter a number ");

scanf("%d",&num);

if(num%2==0)

{

printf("%d is an even number",num);

}

else

printf("%d is an odd number",num);

}

(using switch)

#include <stdio.h>

int main()

{

int num;

printf("Enter a number ");

scanf("%d",&num);

switch(num%2)

{

case 0:

printf("%d is an even",num);

break;

case 1:

printf("%d is an odd",num);

break;

}

}

02)

#include <stdio.h>

int main()

{

int choice;

float ans,n1,n2;

printf("MENU \n");

printf("1.addition '+'\n");

printf("2.subtraction '-'\n");

printf("3.multiplication '\*'\n");

printf("4.division '/'\n\n\n");

printf("Enter your choice (1/2/3/4)");

scanf("%d",&choice);

if(choice>=1 && choice<=4)

{

printf("Enter 1st number");

scanf("%f",&n1);

printf("Enter 2nd number");

scanf("%f",&n2);

switch(choice) {

case 1:

ans=n1+n2;

printf("%.2f+%.2f=%.2f\n",n1,n2,ans);

break;

case 2:

ans=n1-n2;

printf("%.2f-%.2f=%.2f\n",n1,n2,ans);

break;

case 3:

ans=n1\*n2;

printf("%.2f\*%.2f=%.2f\n",n1,n2,ans);

break;

case 4:

ans=n1/n2;

printf("%.2f/%.2f=%.2f\n",n1,n2,ans);

break;

}

}

else

{

printf("invalid input\n");

}

}

03)

#include <stdio.h>

#define PI 3.14

int main()

{

int choice;

float ra,ci,ar,vo;

printf("MENU \n");

printf("1.circumfance of the circle\n");

printf("2.area of the circle\n");

printf("3.volume of the sphere\n");

printf("Enter your choice (1/2/3)");

scanf("%d",&choice);

if(choice>=1 && choice<=3)

{

printf("Enter the radius");

scanf("%f",&ra);

switch(choice)

{

case 1:

ci=2\*PI\*ra;

printf("the circumfance of the circle is %.2f\n",ci);

break;

case 2:

ar=PI\*ra\*ra;

printf("the area of the circle is %.2f\n",ar);

break;

case 3:

vo=(4/3)\*PI\*ra\*ra\*ra;

printf("the volume of the sphere is %.2f\n",vo);

break;

}

}

else

{

printf("invalid input\n");

}

}