



Q1. Write a complete C program that will use **switch** statement to determine and print on the screen if a number entered from the keyboard is positive (>0), negative (<0) or just 0 (=0). Please use **switch** statement only. The program should print

THE NUMBER ENTERED IS NEGATIVE	if number entered is <0
THE NUMBER ENTERED IS ZERO	if number entered is =0
THE NUMBER ENTERED IS POSITIVE	if number entered is >0
THE VALUE ENTERED IS NOT A NUMBER	otherwise

```
/* Program to use switch statement in order to decide if a number entered from the keyboard
is positive, negative or zero */
```

```
#include <stdio.h>
```

```
/* function main begins program execution */
```

```
int main()
```

```
{
```

```
    int number;        /* number to use */
```

```
    int test;
```

```
    printf("Enter a number: \n");
```

```
    scanf("%d", &number);
```

```
    if (number < 0)
```

```
        test=1;
```

```
    else if (number == 0)
```

```
        test=2;
```

```
    else if (number > 0)
```

```
        test = 3;
```

```
/* determine which grade was input */
```

```
switch ( test)
```

```
{
```

```
    case 1:
```

```
    {
```

```
        printf("Number is Negative");
```

```
    break; /* necessary to exit switch */
```

```
    }
```

```
    case 2:
```

```
    {
```

```
        printf("Number is Zero");
```

```
    break; /* exit switch */
```

```
    }
```

```
    case 3:
```

```
    {
```

```
        printf("Number is Positive");
```

```
    break; /* necessary to exit switch */
```

```
    }
```

```
    default: /* catch all other characters */
```

```
    {
```

```
        printf( "The value entered is not a number" );
```

```
    break; /* optional; will exit switch anyway */
```

```
    }
```

```
    } /* end switch */
```

```
    return 0; /* indicate program ended successfully */
```

```
} /* end function main */
```