

## **Lab 3 (12/09/25)**

### **Switch case, Loops-(for, while, do-while)**

#### **1. Menu-driven Calculator**

Write a C program that displays a menu with the following operations:

1. Addition
2. Subtraction
3. Multiplication
4. Division
5. Exit

The program should perform the corresponding arithmetic operation until the user chooses "Exit".

#### **2. Generate Number Patterns**

Write a C program to display number patterns based on user choice:

1. Print first N even numbers
2. Print first N odd numbers
3. Print multiplication table of a given number
4. Exit

The program should continue asking the user for choices until they select "Exit".