## TD2 Conditional Structures

## Ex 2.1 Even or Odd?

Write a program that asks the user for an integer N and displays whether the number N is odd or even according on its parity.

## Ex 2.2 Tax Calculation

We want to calculate the amount of tax paid by an employee. The grid to use is as follows:

| Salary | Tax rate |
| :---: | :---: |
| Salary < 25000 DA | $5 \%$ |
| 25000 DA $\leq$ Salary < 50000 DA | $10 \%$ |
| 50000 DA $\leq$ Salary < 80000 DA | $20 \%$ |
| 80000 DA $\leq$ Salary | $25 \%$ |

Write a program that enters the salary and displays the amount of tax to be paid.

## Ex 2.3 Multiple

Write a program that asks the user to enter a number and check whether it is a multiple of 3,5 , both or neither. Display a corresponding message.

## Ex 2.4 Seasons

1. Write a program that, given the number of a month (1 to 12 ), displays the corresponding season. For example:

- If month $=1$, the program displays "Winter".
- If month $=8$, the program displays "Summer".

2. Modify the program so that it also displays the number of days corresponding to that month.

## Ex 2.5 Intersection

Write a program that asks the user to enter 4 integers $A, B, C$, and $D$, and then indicates the intersection of the intervals [AB] and [CD].

## Ex2.6 Sort

Create a program that requires the user to enter three numbers and sort them in ascending order using conditional structures.

## Ex 2.7 Cartesian Coordinates

A Cartesian plane is defined by 2 perpendicular axes:
The $x$-axis, which is horizontal, and the $y$-axis, which is vertical.
The two axes intersect at the point $(0,0)$ called the origin.
Any point $P$ can therefore be identified by two real numbers (abscissa $x$ and ordinate $y$ ), called Cartesian coordinates.

The Cartesian plane is divided into 4 regions called quadrants numbered 1 to 4 , as shown in the figure.

Write a program that:

1. Asks the user to enter the Cartesian coordinates of three points $A\left(x_{A}, y_{A}\right), B\left(x_{B}, y_{B}\right)$ and $C\left(x_{C}, y_{C}\right)$.
2. calculates and displays the distance between the two points $A$ and $B$. Knowing that the distance $A B$ is calculated by the following formula:


$$
A B=\sqrt{\left(x_{B}-x_{A}\right)^{2}+\left(y_{B}-y_{A}\right)^{2}}
$$

3. Displays the number of the quadrant in which point $C$ is located.
4. Displays whether point $C$ is on the segment formed by the two points $A$ and $B$ or not.

## Ex 2.8 One More Second

Write a program that adds one second to a given time in the form "H:M:S".
The program must take into account cases where the addition of one second can lead to a change in the minutes or hours.

