SCIENTIFIC CALCULATOR

#include <stdio.h>

#include <math.h>

int main() {

double num1, num2, result;

int choice;

printf("Scientific Calculator\n");

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

printf("1. Square root\n");

printf("2. Power\n");

printf("3. Sine\n");

printf("4. Cosine\n");

printf("5. Tangent\n");

printf("Enter your choice (1-5): ");

scanf("%d", &choice);

switch (choice) {

case 1:

printf("Enter a number: ");

scanf("%lf", &num1);

result = sqrt(num1);

printf("Square root: %.2lf\n", result);

break;

case 2:

printf("Enter the base: ");

scanf("%lf", &num1);

printf("Enter the exponent: ");

scanf("%lf", &num2);

result = pow(num1, num2);

printf("Result: %.2lf\n", result);

break;

case 3:

printf("Enter an angle in degrees: ");

scanf("%lf", &num1);

result = sin(num1 \* (M\_PI / 180.0));

printf("Sine: %.4lf\n", result);

break;

case 4:

printf("Enter an angle in degrees: ");

scanf("%lf", &num1);

result = cos(num1 \* (M\_PI / 180.0));

printf("Cosine: %.4lf\n", result);

break;

case 5:

printf("Enter an angle in degrees: ");

scanf("%lf", &num1);

result = tan(num1 \* (M\_PI / 180.0));

printf("Tangent: %.4lf\n", result);

break;

default:

printf("Invalid choice!\n");

break;

}

return 0;

}

OUTPUT:

Scientific Calculator

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1. Square root

2. Power

3. Sine

4. Cosine

5. Tangent

Enter your choice (1-5): 1

Enter a number: 64

Square root: 8.00