Creating an Arithmetic Calculator.

Problem Statement:-

- write a program to create an arithmetic calculator.
- Using Core Java concepts: Variables, data types, operators, type casting, control statements, class, objects, access specifiers, and core keywords like final, this, and static

Step1:Java-Code

```java
package mypackage;
import java.util.Scanner;

public class Calculator{
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.println("Arithmetic Calculator");
        System.out.print("Enter the first number: ");
        double num1 = scanner.nextDouble();

        System.out.print("Enter the second number: ");
        double num2 = scanner.nextDouble();

        System.out.print("Enter the operator (+, -, *, /): ");
        char operator = scanner.next().charAt(0);

        double result = 0;

        switch (operator) {
            case '+':
                result = num1 + num2;
                break;
            case '-':
                result = num1 - num2;
                break;
            case '*':
                result = num1 * num2;
                break;
            case '/':
                if (num2 != 0) {
                    result = num1 / num2;
                } else {
                    System.out.println("Error: Cannot divide by zero.");
                    return; // Exit the program
                }
                break;
            default:
                System.out.println("Error: Invalid operator.");
                return; // Exit the program
        }

        System.out.println("Result: " + result);
    }
}
```
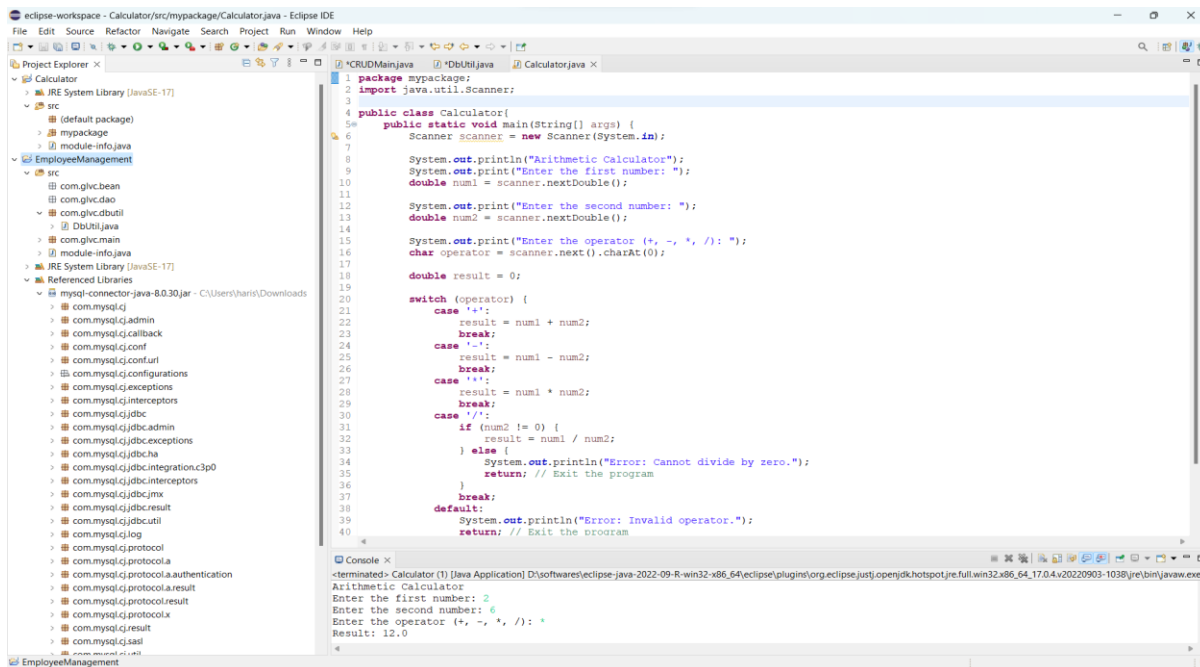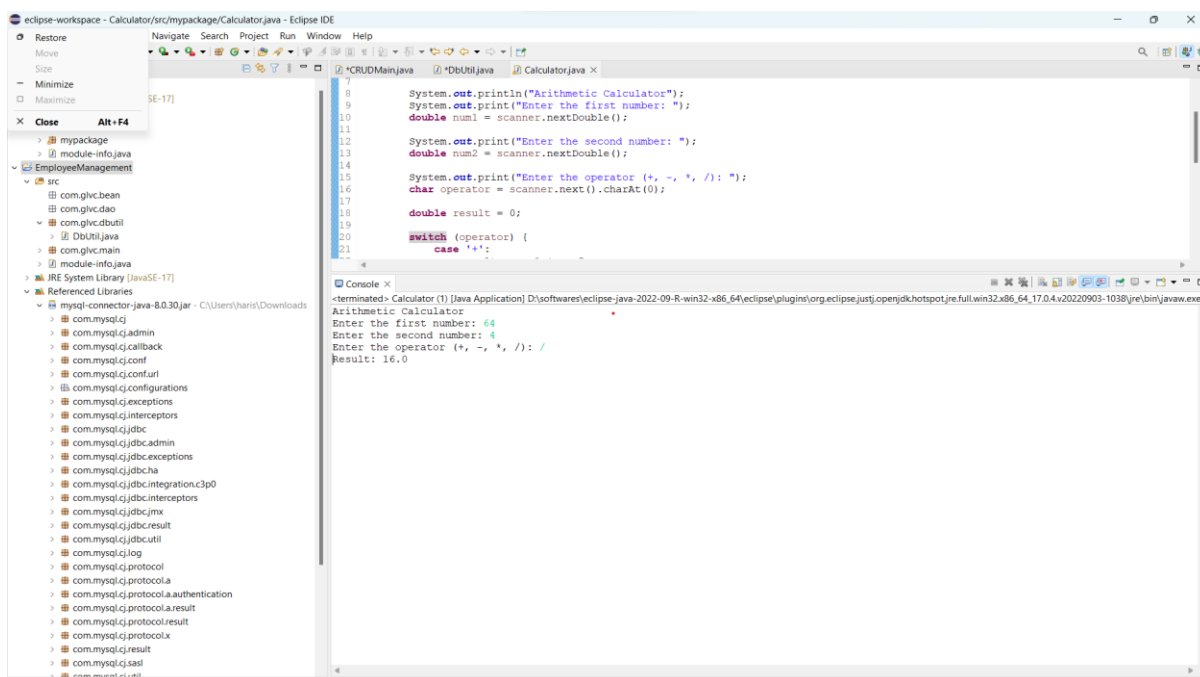
Step2: IDE-Eclipse.

2.1 Create a new Project, Name it as Calculator
2.2 Create a new class and name it as Calculator

2.3 Import packages

Step 3: Execution of code

Step4: Output of the Program

This program demonstrates the use of variables, data types, operators, control statements (switch), and user input using the `Scanner` class. The `switch` statement is used to determine which arithmetic operation to perform based on the entered operator.Compile and run this program to use the arithmetic calculator. Keep in mind that this is a basic example, and you can expand or modify it according to your requirements.

Step 5: Pushing the code to git hubs

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⑂ main

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```
...  ...   @@ -0,0 +1,45 @@
  1  +  package mypackage;
  2  +  import java.util.Scanner;
  3  +
  4  +  public class Calculator{
  5  +      public static void main(String[] args) {
  6  +          Scanner scanner = new Scanner(System.in);
  7  +
  8  +          System.out.println("Arithmetic Calculator");
  9  +          System.out.print("Enter the first number: ");
 10  +          double num1 = scanner.nextDouble();
 11  +
 12  +          System.out.print("Enter the second number: ");
 13  +          double num2 = scanner.nextDouble();
 14  +
 15  +          System.out.print("Enter the operator (+, -, *, /): ");
 16  +          char operator = scanner.next().charAt(0);
 17  +
 18  +          double result = 0;
 19  +
 20  +          switch (operator) {
 21  +              case '+':
```

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```
 25  +                  result = num1 - num2;
 26  +                  break;
 27  +              case '*':
 28  +                  result = num1 * num2;
 29  +                  break;
 30  +              case '/':
 31  +                  if (num2 != 0) {
 32  +                      result = num1 / num2;
 33  +                  } else {
 34  +                      System.out.println("Error: Cannot divide by zero.");
 35  +                      return; // Exit the program
 36  +                  }
 37  +                  break;
 38  +              default:
 39  +                  System.out.println("Error: Invalid operator.");
 40  +                  return; // Exit the program
 41  +          }
 42  +
 43  +          System.out.println("Result: " + result);
 44  +      }
 45  +  }
```

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