

34. #include<stdio.h>

```
int main() {  
    char operator;  
    float operand1, operand2, result;  
  
    // Input operator and operands  
    printf("Enter an operator (+, -, *, /): ");  
    scanf(" %c", &operator);  
  
    printf("Enter two operands: ");  
    scanf("%f %f", &operand1, &operand2);  
  
    // Perform arithmetic operation based on operator  
    switch (operator) {  
        case '+':  
            result = operand1 + operand2;  
            printf("%.2f + %.2f = %.2f\n", operand1, operand2, result);  
            break;  
        case '-':  
            result = operand1 - operand2;  
            printf("%.2f - %.2f = %.2f\n", operand1, operand2, result);  
            break;  
        case '*':  
            result = operand1 * operand2;  
            printf("%.2f * %.2f = %.2f\n", operand1, operand2, result);  
            break;  
        case '/':  
            if (operand2 != 0) {  
                result = operand1 / operand2;  
                printf("%.2f / %.2f = %.2f\n", operand1, operand2, result);  
            }  
    }  
}
```

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    } else {  
        printf("Error: Division by zero\n");  
    }  
    break;  
default:  
    printf("Error: Invalid operator\n");  
}  
  
return 0;  
}
```