

```
1 using System;
2 using System.Collections.Generic;
3 using System.Diagnostics.Metrics;
4 using System.Linq;
5 using System.Text;
6
7 namespace Calculator
8 {
9     class Program
10    {
11        static void Main(string[] args)
12        {
13            Console.WriteLine("Welcome to my calculator ^_^");
14            Console.Write("Enter the first number : ");
15            float num1 = Convert.ToSingle(Console.ReadLine());
16            Console.Write("Enter the operation +\\-\\*\\/ : ");
17            string oper = Console.ReadLine();
18            Console.Write("Enter the second number: ");
19            float num2 = Convert.ToSingle(Console.ReadLine());
20
21            float result;
22
23            switch (oper)
24            {
25                case "+":
26                    result = num1 + num2;
27                    Console.WriteLine("The result of this arithmetic process is : {0}", result);
28                    break;
29                case "-":
30                    result = num1 - num2;
31                    Console.WriteLine("The result of this arithmetic process is : {0}", result);
32                    break;
33                case "*":
34                    result = num1 * num2;
35                    Console.WriteLine("The result of this arithmetic process is : {0}", result);
36                    break;
37                case "/":
38                    result = num1 / num2;
39                    Console.WriteLine("The result of this arithmetic process is : {0}", result);
40                    break;
41                default:
42                    Console.WriteLine("Undefined operator please try again.");
43                    break;
44            }
45        }
46    }
47 }
```