

arithmetic_operator.c

```
1  #include <stdio.h>
2  void main()
3  {
4  int a = 9, b = 4, c;
5  c = a+b;
6  printf("a+b = %d \n", c);
7  c = a-b;
8  printf("a-b = %d \n", c);
9  c = a*b;
10 printf("a*b = %d \n", c);
11 c=a/b;
12 printf("a/b = %d \n", c);
13 c=a%b;
14 printf("Remainder when a divided by b = %d \n", c);
15 }
16
17 /*
18 * Output: a=9, b=4, c=0
19 */
20
21 /*
22 * Note : If we use void main instead of int main, return 0 statement is not
23 * required.
24 * However, using int main is considered a better practice as it indicates that the
25 * program has executed successfully.
26 */
```