

```

1  #include<stdio.h>
2  int main()
3  {
4      int a,b,c,p=1;
5      while(p==1)
6      {
7          printf("Enter\n");
8          printf("1-Addition\n2-Subtraction\n3-Multiplication\n");
9          printf("4-Division\n5->operation\n6-<operation\n");
10         printf("7-=operation\n8-not equal to operation\n");
11         printf("9-remainder operation\n10-square operation\n0-stop\n");
12         scanf("%d",&a);
13         if(a==0)
14             break;
15         printf("\nEnter the 2 numbers\n");
16         scanf("%d%d",&b,&c);
17         switch(a)
18         {
19             case 1:
20             {
21                 printf("Sum=%d\n",b+c);
22             }break;
23             case 2:
24             {
25                 printf("Difference=%d\n",b-c);
26             }break;
27             case 3:
28             {
29                 printf("Product=%d\n",b*c);
30             }break;
31             case 4:
32             {
33                 printf("Quotient=%d\n", (b/c));
34             }break;
35             case 5:
36             {

```

```

-o "test10" "test10.c" (in directory: C:\Users\Adithi\Desktop\c programs)
on finished successfully.

```

```

32 case 5:
33 {
34     if(b>c)
35         printf("%d is greater than %d\n",b,c);
36     else if(c>b)
37         printf("%d is greater than %d\n",c,b);
38 }break;
39 case 6:
40 {
41     if(b<c)
42         printf("%d is less than %d\n",b,c);
43     else if(c<b)
44         printf("%d is less than %d\n",c,b);
45 }break;
46 case 7:
47 {
48     if(b==c)
49         printf("Equal\n");
50     else
51         printf("Unequal\n");
52 }break;
53 case 8:
54 {
55     if(b!=c)
56         printf("Not equal\n");
57     else
58         printf("Equal\n");
59 }break;
60 case 9:
61 {
62     printf("Remainder=%d\n",b%c);
63 }break;
64 case 10:
65 {
66     printf("Square of %d=%d\n",b,b*b);
67     printf("Square of %d=%d\n",c,c*c);

```

-c "test10.c" (in directory: C:\Users\Adithi\Desktop\c programs)
 on finished successfully.

```

        printf("%d is less than %d\n",b,c);
    else if(c<b)
        printf("%d is less than %d\n",c,b);
}break;
case 7:
{
    if(b==c)
        printf("Equal\n");
    else
        printf("Unequal\n");
}break;
case 8:
{
    if(b!=c)
        printf("Not equal\n");
    else
        printf("Equal\n");
}break;
case 9:
{
    printf("Remainder=%d\n",b%c);
}break;
case 10:
{
    printf("Square of %d=%d\n",b,b*b);
    printf("Square of %d=%d\n",c,c*c);
}break;
default:
{
    printf("Enter a valid number\n");
}}}
return 0;
}

```

test10.c" (in directory: C:\Users\Adithi\Desktop\c programs)
 nished successfully.

```
Enter
1-Addition
2-Subtraction
3_Multiplication
4-Division
5->operation
6-<operation
7-=operation
8-not equal to operation
9-remainder operation
10-square operation
0-stop
3

Enter the 2 numbers
2
5
Product=10
Enter
1-Addition
2-Subtraction
3_Multiplication
4-Division
5->operation
6-<operation
7-=operation
8-not equal to operation
9-remainder operation
10-square operation
0-stop
9

Enter the 2 numbers
8
4
Remainder=0
Enter
1-Addition
2-Subtraction
3_Multiplication
4-Division
5->operation
6-<operation
7-=operation
8-not equal to operation
9-remainder operation
10-square operation
0-stop
0

-----
(program exited with code: 0)

Press any key to continue . . .
```