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IBMI9CS005

```c
1.  #include <stdio.h>
    int main()
    {
    int a, b, c, p=1; while(p==1) {
    printf("Enter");
    printf(" 1-Addition \n 2-Subtraction \n 3-Multiplication
    \n 4-Division \n 5-> operation \n 6- < operation \n
    7- = operation \n 8-f not equal to operation \n 9-
    remainder operation \n 10 - Square operation \n
                                            0- stop");
    scanf("%d", &a);
    switch(a) if(a==0)
    {               break;
    case 1:
    printf("Enter the 2 numbers \n");
    scanf("%d %d", &b, &c);
    switch(a)
    {
    case 1:
    {
      printf(" Sum = %d\n", b+c);
    } break;
    case 2:
    { printf(" Difference = %d\n", b-c);
    } break.
    case 3:
    { printf(" Product = %d\n", b*c);
    } break;
    case 4:
    { printf(" Quotient = %d\n", (b/c));
    } break;
    case 5:
    {
      if(b>c){
      print(" %d is greater than %d\n", b, c);
      else if(c>b)
      print(" %d is greater than %d\n", c, b);
```

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```c
} break;
case 6:
  { if (b<c)
    print("%d is less than %d\n", b,c);
    else if (c<b)
    print("%d is less than %d\n", c,b);
  } break;
case 7:
  { if (b==c)
    print("Equal\n");
    else
    print("Unequal\n");
  } break;
case 8:
  { if (b!=c)
    print(" Not equal\n");
    else
    print("Equal\n");
  } break;
case 9:
  { print(" Remainder = %d\n", b%c);
  } break;
case 10:
  { print("Square of %d = %d\n", b, b*b);
    print(" Square of %d = %d\n", c, c*c);
  } break;
default:
  {
    printf("Enter a valid number\n");
  }}}
    return 0;
}
```

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