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OOJ - Lab

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1) Write a menu driven C Program to design a simple calculator which solves 10 operations. 4 arithmetic, 4 relational and any 2 of your choice. The program should loop till the user ~~who~~ wishes to stop.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int n1, n2, opt;
```

```
printf("Enter the first integer: ");
```

```
scanf("%d", &n1);
```

```
printf("\n Enter the second integer: ");
```

```
scanf("%d", &n2);
```

```
printf("\n Enter your option: \n");
```

```
printf("1- Addition. \n 2- Subtraction. \n
```

```
3- Multiplication. \n 4- Division. \n
```

```
5- Greater than. \n 6- Lesser than. \n
```

```
7- greater Remainder. \n 8- Not equal to. \n
```

```
9- Equal to. \n 10- Square \n
```

```
less than or equal to.
```

```
scanf("%d", &opt);
```

```
11- Exit");
```

```
switch (opt) {
```

```
case 1: Sum printf("Sum of %d and %d is %d\n", n1, n2, n1+n2);
```

```
break;
```

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```
case 2: printf("Difference of %d and %d is %d \n",  
            n1, n2, n1 - n2);
```

```
break;
```

```
case 3: printf("Product of %d and %d is %d \n",  
            n1, n2, n1 * n2);
```

```
break;
```

```
case 4: printf("Division of %d and %d is %d \n",  
            n1, n2, n1 / n2);
```

```
break;
```

```
case 5: printf("Greatest of %d if (n1 > n2)  
        printf("Greatest of %d and %d is %d \n",  
            n1, n2, n1 > n2);
```

```
break;
```

```
case 6: if (n1 < n2)
```

```
    printf("Lowest of %d and %d is %d \n",  
        n1, n2, n1 < n2);
```

```
break;
```

```
case 7: if printf("Remainder of %d and %d  
is %d", n1, n2, n1 % n2);
```

```
break;
```


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case 8: if ($n1 \neq n2$)

printf ("%d is not equal to %d \n", $n1, n2$);
break;

case 9: if ($n1 == n2$)

printf ("%d is equal to %d \n", $n1, n2$);
break;

case 10: ~~printf~~ if ($n1 \leq n2$)

printf ("%d is less than or equal to %d \n",
 $n1, n2$);
break;

default: printf ("Invalid operator \n");
break;

}
return 0;
}

O/P. Enter the first integer : 7

Enter the second integer : 4

Enter your option:

1- Addition .

2- Subtraction .

3- Multiplication .

4- Division .

5- greater than .

6- lesser than .

7- Remainder .

8 - Not equal to .

9 - Equal to .

10 - \leq .

11 - Exit .

Enter your option: 2

Subtraction of 7 and 4 is : 3