

Ans 1: #include <stdio.h>

#include <math.h>

int main ()

{

int num1, num2, option;

long long ans = 1;

printf ("Enter the first number : ");

scanf ("%d", &num1);

printf ("Enter the second number : ");

scanf ("%d", &num2);

printf ("Input your option : \n");

printf ("~~1~~ 1 - Addition . \n 2 - Subtraction . \n 3 - Multiplication . \n 4 -  
Division . \n 5 - Check for equal numbers . \n 6 - Check for greater  
number . \n 7 - check for lesser number . \n 8 - Average  
 . \n 9 - number 1 ^ number 2 . \n 10 - number 2 ^ number 1  
 \n 11 - Exit \n");

scanf ("%d", &option);

while (option != 11) {

switch (option) {

Case 1 :

printf ("The Addition of %d and %d is = %d \n", num1,  
num2, num1 + num2);

break;

Case 2 :

printf ("The subtraction of %d and %d is = %d \n",  
num1, num2, num1 - num2);

break;

Case 3 :

printf ("The Multiplication of %d and %d is = %d \n",  
num1, num2, num1 \* num2);

break;



Case 4:

```
if (num2 == 0) {  
    printf ("The second integer is zero so answer is infinity  
    infinity. \n");  
}  
else {  
    printf ("The Division of %d and %d is = %d \n", num1, num2,  
    num1 / num2);  
}  
break;
```

Case 5:

```
if (num1 == num2) {  
    printf ("Equal Numbers ! \n");  
}  
else {  
    printf ("Not Equal ! \n");  
}  
break;
```

Case 6:

```
if (num1 > num2) {  
    printf ("%d is greater than %d \n", num1, num2);  
}  
else {  
    printf ("%d is greater than %d \n", num2, num1);  
}  
break;
```

Case 7:

```
if (num1 > num2) {  
    printf ("%d is less than %d \n", num2, num1);  
}  
else printf  
    printf ("%d is less than %d \n", num1, num2);  
break;
```

Case 8:



printf ("Average of these numbers is %d \n", (num1+num2)/2);  
break ;

Case 9 :

ans = pow (num 1 , num 2) ;  
printf ("Number 1 ^ Number 2 = %lld \n", ans) ;  
break ;

Case 10 :

ans = pow (num 2 , num 1) ;  
printf ("Number 2 ^ Number 1 = %lld \n", ans) ;  
break ;

~~Case 11 :~~

default :

printf ("Input correct option \n") ;  
break ;

}

scanf ("%d" , &option) ;

}

printf ("You have exit from the calculator") ;

return 0 ;

}