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



void Add(float a, float b) {
   float c = a + b;

   if (a == (int)a && b == (int)b) {
      printf("Result: %.0f\n", c);
   }
   else {
      printf("Result: %f\n", c);
   }
}

void Subtract(float a, float b) {
   float c = a - b;

   if (a == (int)a && b == (int)b) {
      printf("Result: %.0f\n", c);
   }
   else {
      printf("Result: %f\n", c);
   }
}
```

```
void Multiply(float a, float b) {
   float c = a * b;

   if (a == (int)a && b == (int)b) {
      printf("Result: %.0f\n", c);
   }
   else {
      printf("Result: %f\n", c);
   }
}

void Divide(float a, float b) {
   if (b == 0) {
      printf("Forbidden division by 0, idiot! Try again.\n");
      return;
   }
   float c = a / b;

   if (a == (int)a && b == (int)b) {

      if ((int)c == c) {
         printf("Result: %.0f\n", c);
      }
      else {
         printf("Result: %f\n", c);
```

```
        }
    }
    else {
        printf("Result: %f\n", c);
    }
}

int main() {
    float a, b;
    char choice;


    printf("Input 2 numbers: ");
    scanf_s("%f%f", &a, &b);


    printf("What do you want to do?\n");
    printf("A. Add, B. Subtract, C. Multiply, D. Divide: ");
    scanf_s(" %c", &choice);


    switch (choice) {
    case 'A':
    case 'a':
        Add(a, b);
        break;
```

```
    case 'B':
    case 'b':
        Subtract(a, b);
        break;
    case 'C':
    case 'c':
        Multiply(a, b);
        break;
    case 'D':
    case 'd':
        Divide(a, b);
        break;
    default:
        printf("Invalid choice. Try again.\n");
        break;
    }

    return 0;
}
```