Question no : 10.5

Date : 26-11 -2024

Question : Implement calculator (simple operations) using functions and switch case statements

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Roll no : 5

Semester : 1

Programme : BSC(DA)

#include <stdio.h>

float add(float a, float b)

{

return a + b;

}

float subtract(float a, float b)

{

return a - b;

}

float multiply(float a, float b)

{

return a \* b;

}

float divide(float a, float b)

{

return a / b;

}

int main()

{

float num1, num2, result;

int choice;

while (1)

{

printf("\nSimple Calculator\n");

printf("1. Addition\n");

printf("2. Subtraction\n");

printf("3. Multiplication\n");

printf("4. Division\n");

printf("5. Exit\n");

printf("Enter your choice: ");

scanf("%d", &choice);

if (choice == 5)

{

printf("Exiting the program.\n");

break;

}

printf("Enter first number: ");

scanf("%f", &num1);

printf("Enter second number: ");

scanf("%f", &num2);

switch (choice)

{

case 1:

result = add(num1, num2);

printf("Result: %f\n", result);

break;

case 2:

result = subtract(num1, num2);

printf("Result: %f\n", result);

break;

case 3:

result = multiply(num1, num2);

printf("Result: %f\n", result);

break;

case 4:

result = divide(num1, num2);

if (num2 != 0)

{

printf("Result: %f\n", result);

}

break;

default:

printf("Invalid choice\n");

break;

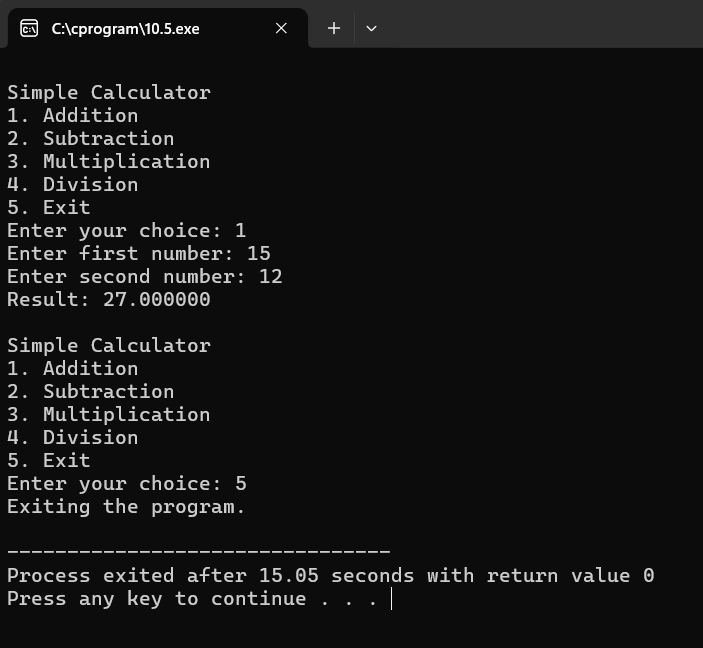
}

}

return 0;

}

**OUTPUT**

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