

# Practice for OOS Lab programs

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①

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

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

```
int main()
```

```
{
```

```
    int no1, no2, option;
```

```
    long long ans = 1;
```

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

```
    scanf("%d", &no1);
```

```
    printf("Enter the second number : ");
```

```
    scanf("%d", &no2);
```

```
    printf("\n input your option ");
```

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

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

```
5- check
```

```
for equal numbers.\n 6- check for greater
```

```
numbers.\n 7- check for lesser numbers.\n
```

```
8- check for Average.\n 9-  $2 \times (\text{number 1} +$ 
```

```
number 2).\n 10-  $3 \times (\text{number 1} + \text{number 2}).$ 
```

```
11- Exit\n");
```

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

```
    while (option != 11)
```

```
    {
```

```
        switch(option)
```

```
        {
```

```
            case 1:
```

```
                printf("The Addition of %d & %d is
```

```
%d\n", no1 no1, no2, no1 + no2);
```

```
                break;
```



case 2:

```
printf("The subtraction of %.d & %.d is  
%.d\n", no1, no2, no1 - no2);  
break;
```

Case 3:

```
printf("The multiplication of %.d & %.d  
is = %.d\n", no1, no2, no1 * no2);  
break;
```

case 4:

```
if (num2 == 0)
```

```
{
```

```
printf("The answer is infinity\n");
```

```
}
```

```
else
```

```
{
```

```
printf("The division of %.d & %.d  
is : %.d\n", no1, no2, no1 / no2);  
break;
```

Case 5:

```
if (no1 == no2)
```

```
{
```

```
printf("They are equal\n");
```

```
}
```

```
else
```

```
printf("Not equal\n");
```

```
break;
```



case 6 :

if (no1 > no2)

d

printf("%.d is greater than %.d\n", no1, no2);

y

else

printf("%.d is greater than %.d\n", no2, no1);  
break;

Case 7: if (no1 < no2)

d

printf("%.d is less than %.d\n", no1, no2);

y

else

printf("%.d is less than %.d\n", no2, no1);

break;

Case 8: ~~if~~ printf("The avg of <sup>these</sup> numbers is  
%.d\n", (no1 + no2) / 2);

~~break~~ break;

Case 9: printf("The value ~~of given~~ is equal  
to %.d\n", 2 \* (no1 + no2));

~~break~~ break;

Case 10: printf("The value is equal to %.d\n",  
3 \* (no1 + no2));  
break;

default :

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

```
}  
scanf("%d", &option);  
}
```

```
printf("You can exit from the calculator
```

```
return 0;
```

```
}
```