

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

```
int main()
```

```
{
```

```
    int n1, n2, p, y=0, a;
```

```
    while (y==0)
```

```
{
```

```
    printf("1- Addition\n2- Subtraction\n3- Multiplication\n4- Division\n5- Greater\n6- Smaller\n7- Equality\n8- Greater than or equal\n9- Cube\n10- Square");
```

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

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

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

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

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

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

```
    switch (p)
```

```
{
```

```
        case 1:
```

```
            printf("The addition of %d and %d is: %d\n", n1, n2, n1+n2);
```

```
            break;
```

```
        case 2:
```

```
            printf("The subtraction of %d and %d is: %d\n", n1, n2, n1-n2);
```

```
            break;
```

```
        case 3:
```

```
            printf("The multiplication of %d and %d is: %d\n", n1, n2, n1*n2);
```

```
            break;
```

```
        case 4:
```

```
            if (n2==0)
```

```
            {
```

```
                printf("Cannot divide by 0\n");
```

```
            }
```



```
else  
{
```

```
printf("The division of %.d and %.d is: %.f\n", n1, n2,  
      (float)n1/n2);
```

```
}
```

```
break;
```

Case 5:

```
if (n1 > n2)
```

```
{
```

```
printf("The greater number is %.d", n1);
```

```
}
```

```
else
```

```
{
```

```
printf("The greater number is %.d", n2);
```

```
}
```

```
break;
```

Case 6:

```
if (n1 < n2)
```

```
{
```

```
printf("The smaller number is %.d ", n1);
```

```
}
```

```
else
```

```
{
```

```
printf("The smaller number is %.d", n2);
```

```
}
```

```
break;
```

Case 7:

```
if (n1 == n2)
```

```
{
```

```
printf("The numbers are equal");
```

```
}
```



```
else
{
    printf("The numbers are not equal");
    break;
case 8:
    if (n1 >= n2)
    {
        printf("The number %.d is greater than or equal to %.d",
               n1, n2);
    }
    else
    {
        printf("The number %.d is greater than or equal to %.d",
               n2, n1);
    }
    break;
case 9:
    printf("The cube of %.d is %.d\n", n1, n1*n1*n1);
    printf("The cube of %.d is %.d\n", n2, n2*n2*n2);
    break;
case 10:
    printf("The square of %.d is %.d\n", n1, n1*n1);
    printf("The square of %.d is %.d\n", n2, n2*n2);
    break;
default:
    printf("option not available!!\n");
    break;
}
printf("\n Press 0 to exit or 1 to continue\n");
scanf("%d", &a);
```



```
if (a == 0)
{
    y = 1;
}
else if (a == 1)
{
    y = 0;
}
return 0;
}
```