

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("\n Input your option: \n");
    printf("1- Addition. \n 2- Subtraction. \n 3- Multiplication. \n 4- Division. \n 5- Check for equal n= numbers. \n");
    printf("6- Check for greater number. \n 7- Check for lesser number. \n 8- Average. \n 9- number1^number2. \n 10- number2^number1 \n");
    printf("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:

```
printf("
if (num2 == 0) {
    printf("The second integer is zero.
    Divide by zero.\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("%d is less than %d\n", num1, num2);  
break;
```

case 8:

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

break;

case 9:

```
ans = pow(num1, num2);
```

```
printf("Number1^Number2 = %lld\n", ans);
```

break;

case 10:

```
ans = pow(num2, num1);
```

```
printf("Number2^Number1 = %lld\n", ans);
```

break;

default;

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

break;

}

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

}

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

```
return 0;
```

}