using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace All\_Operators

{

class Program

{

int X, Y, Z;

public void read()

{

Console.WriteLine("Enter Two No For Operation : ");

X = Convert.ToInt32(Console.ReadLine());

Y = Convert.ToInt32(Console.ReadLine());

}

public void Arithematic()

{

Z = X + Y;

Console.WriteLine("Addition Is {0} : ",Z);

Z = X - Y;

Console.WriteLine("SubStraction Is {0} : ",Z);

Z = X \* Y;

Console.WriteLine("Multiplication Is {0}",Z);

Z = X / Y;

Console.WriteLine("DiviSion Is {0}",Z);

Z = X % Y;

Console.WriteLine("Remainder Is {0}",Z);

Z = X++;

Console.WriteLine("Increment Of First Number Is {0} :",Z);

Z = X--;

Console.WriteLine("Decrement Of First Number Is {0} :",Z);

Console.ReadLine();

}

public void realation()

{

if (X == Y)

{

Console.WriteLine(X + " Is Equal To " + Y);

}

else

{

Console.WriteLine(X + " Is Not Equal To " + Y);

}

if (X < Y)

{

Console.WriteLine(X+ " Is Less Than " + Y);

}

else

{

Console.WriteLine(X + " Is Greater Than " + Y);

}

if (X <= Y)

{

Console.WriteLine(X + " Is Either Less Than Or Equal To " + Y);

}

else

{

Console.WriteLine(X + " Is Either Greater Than Or Equal To " + Y);

}

}

public void bitwise()

{

int Z = 0;

Z = X & Y;

Console.WriteLine("Value Of Bitwise & Is {0} : ",Z);

Z = X / Y;

Console.WriteLine("Value Of Bitwise / Is {0} : ", Z);

Z = X ^ Y;

Console.WriteLine("Value Of Bitwise ^ Is {0} : ", Z);

Z = ~X;

Console.WriteLine("Value Of Bitwise ~ Is {0} : ", Z);

Z = X << 2;

Console.WriteLine("Value Of Bitwise << Is {0} : ", Z);

Z = X >> 2;

Console.WriteLine("Value Of Bitwise >> Is {0} : ", Z);

Console.ReadLine();

}

public void Assignment()

{

Z = X + Y;

Console.WriteLine("Value Of Z : {0} ", Z);

Z += X;

Console.WriteLine("Value Of Z : {0} ", Z);

Z -= X;

Console.WriteLine("Value Of Z : {0} ", Z);

Z /= X;

Console.WriteLine("Value Of Z : {0} ", Z);

Z \*= X;

Console.WriteLine("Value Of Z : {0} ", Z);

Z %= X;

Console.WriteLine("Value Of Z : {0} ", Z);

}

class Operator

{

static void Main(string[] args)

{

Program P = new Program();

int Ch,i=1;

while (i == 1)

{

Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*\*\*Operator\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

Console.WriteLine("1.Arithematic Operation");

Console.WriteLine("2.Relational Operation");

Console.WriteLine("3.Bitwise Operation");

Console.WriteLine("4.Assignment Operation");

Console.WriteLine("5.Exit");

Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

Console.WriteLine("Enter Your Choice");

Ch = Convert.ToInt32(Console.ReadLine());

switch(Ch)

{

case 1:

P.read();

P.Arithematic();

break;

case 2:

P.read();

P.realation();

break;

case 3:

P.read();

P.bitwise();

break;

case 4:

P.read();

P.Assignment();

break;

case 5:

Console.WriteLine("Exit");

Environment.Exit(-1);

break;

default:

Console.WriteLine("Wrong Choice");

break;

}

Console.WriteLine("Press Enter To Continue !!!");

Console.ReadLine();

}

}

}

}

}

OutPut :-

