//calculator

Code:

Input: #include<stdio.h>

#include<math.h>

int main(){

int num1, num2;

char operator;

printf("Enter num1: ");

scanf("%d", &num1);

printf("Enter an operator (+, -, \*, /, l for log, s for sqrt): ");

scanf(" %c", &operator);

if (operator != 'l' && operator != 's') {

printf("Enter num2: ");

scanf("%d", &num2);

}

switch (operator) {

case '+':

printf("%d + %d = %d\n", num1, num2, num1 + num2);

break;

case '-':

printf("%d - %d = %d\n", num1, num2, num1 - num2);

break;

case '\*':

printf("%d \* %d = %d\n", num1, num2, num1 \* num2);

break;

case '/':

if (num2 != 0) {

printf("%d / %d = %.2f\n", num1, num2, (float)num1 / num2);

} else {

printf("Error! Division by zero.\n");

}

break;

case 'l':

if (num1 > 0) {

printf("log(%d) = %.2f\n", num1, log(num1));

} else {

printf("Error! Logarithm undefined for non-positive values.\n");

}

break;

case 's':

if (num1 >= 0) {

printf("sqrt(%d) = %.2f\n", num1, sqrt(num1));

} else {

printf("Error! Square root undefined for negative values.\n");

}

break;

default:

printf("Invalid operator.\n");

}

return 0;

}

Output: Enter num1: 5

Enter an operator (+, -, \*, /, l for log, s for sqrt): /

Enter num2: 10

5 / 10 = 0.50

=== Code Execution Successful ===