

Consider the code that you wrote for last week's assignment 3-1, and use it as a base for this week's assignment.

**The Assignment:** For this assignment, I want you to write a simple math library. The library should include four functions - `add()`, `subtract()`, `multiply()` and `divide()`. All of the functions should take in a pair of ints, and all should return ints except `divide()`, which should return a double. Write a menu that takes in a number to determine which function to call, take in the pair of numbers to pass to the function, and then call the function.

Please note that all of these math functions should be in a file called `myMath.c` which has a corresponding `myMath.h` file that you include in your main program. You should test the functions from your main program where you `#import "myMath.h"`. Make sure you have include guards in your `.h` file.

The programming in this assignment (the math functions themselves) are pretty simple. The focus of this assignment is to make sure that you can figure out how modules work. You will be marked on the ability to write the library and the test program that uses the functions from the library.

As per usual, upload the file with test results as per the assignment upload instructions. From this point on in the rest of the class, there is no need to create a script of using your program.