Computer Programming

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24BCA3'A'

A SIMPLE CALCULATOR USING SWITCH CASE

```c
#include <stdio.h>
int main()
{
char op;
double first, second;
printf("Enter an operator (+, -, *, /): ");
 scanf("%c", &op);
 printf("Enter two operands: ");
 scanf("%lf %lf", &first, &second);

switch (op) {
 case '+':
    printf("%.1lf + %.1lf = %.1lf", first, second, first + second);
break;
case '-':
    printf("%.1lf - %.1lf = %.1lf", first, second, first - second);
```

```c
            break;
    case '*':
printf("%.1lf * %.1lf = %.1lf", first, second, first * second);
break;
case '/':
    printf("%.1lf / %.1lf = %.1lf", first, second, first / second);
     break;
 // operator doesn't match any case constant
   default:
    printf("Error! operator is not correct");
 }
 return 0;
}
```

ADDITION OUTPUT(+)

Enter an operator (+, -, *, /): +
Enter two operands: 22
22
22.0 + 22.0 = 44.0

=== Code Execution Successful ===

SUBTRACTION OUTPUT(-)

Enter an operator (+, -, *, /): -
Enter two operands: 100
1
100.0 - 1.0 = 99.0

=== Code Execution Successful ===

DIVISION OUTPUT(/)

Enter an operator (+, -, *, /): /
Enter two operands: 20
5
20.0 / 5.0 = 4.0

=== Code Execution Successful ===

MULTIPLICATION OUTPUT(*)

Enter an operator (+, -, *, /): *
Enter two operands: 33
2
33.0 * 2.0 = 66.0

=== Code Execution Successful ===