

BASIC C

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Code:

```
#include<stdio.h>
float add(float,float);
float sub(float,float);
float div(float,float);
float mul(float,float);
int main(){
    int a=1,b;
    float x,y,flag;
    while(a==1){

printf("\n1.Add\n2.Subtract\n3.Multiply\n4.Divide\n5.Exit\nEnter your
choice: ");

        scanf("%d",&b);
        if(b==1){printf("Enter the 1st number:
");scanf("%f",&x);printf("Enter the 2nd number:
");scanf("%f",&y);flag=add(x,y);printf("%3.2f is the answer\n",flag);}
        else if(b==2){printf("Enter the 1st number:
");scanf("%f",&x);printf("Enter the 2nd number:
");scanf("%f",&y);flag=sub(x,y);printf("%3.2f is the answer\n",flag);}
        else if(b==3){printf("Enter the 1st number:
");scanf("%f",&x);printf("Enter the 2nd number:
");scanf("%f",&y);flag=mul(x,y);printf("%3.2f is the answer\n",flag);}
        else if(b==4){printf("Enter the 1st number:
");scanf("%f",&x);printf("Enter the 2nd number:
");scanf("%f",&y);flag=mul(x,y);printf("%3.2f is the answer\n",flag);}
        else if(b==5){printf("Thank you!\n");a=0;}
        else{printf("Invalid Input...\n");}
    }
    return 0;
}

float add(float a,float b){
    return a+b;return 0;
}

float sub(float a,float b){
    return a-b;return 0;
}

float div(float a,float b){
```

```
        return a/b;return 0;
    }
float mul(float a,float b){
    return a*b; return 0;
}
```

Output

```
16bce0572@sjt317scs047: ~  
16bce0572@sjt317scs047:~$ vi menu_float.c  
16bce0572@sjt317scs047:~$ gcc menu_float.c  
16bce0572@sjt317scs047:~$ ./a.out  
1.Add  
2.Subtract  
3.Multiply  
4.Divide  
5.Exit  
Enter your choice: 1  
Enter the 1st number: 22.3  
Enter the 2nd number: 34.5  
56.80 is the answer  
1.Add  
2.Subtract  
3.Multiply  
4.Divide  
5.Exit  
Enter your choice: 3  
Enter the 1st number: 22.5  
Enter the 2nd number: 44.3  
996.75 is the answer  
1.Add  
2.Subtract  
3.Multiply  
4.Divide  
5.Exit  
Enter your choice: 5  
Thank you!  
16bce0572@sjt317scs047:~$
```