

```
#include <stdio.h>
```

```
#include <math.h>
```

```
int main()
```

```
{  
    int num1, num2, option;
```

```
    long long ans=1;
```

```
    printf("Enter the first number :");
```

```
    scanf("%d", &num1);
```

```
    printf("Enter the second number :");
```

```
    scanf("%d", &num2);
```

```
    printf("\n Input your option : \n");
```

```
    printf("1- Addition, \n2- Subtraction, \n3- Multiplication, \n4-  
    Division, \n5-check for equal n-numbers, \n");
```

```
    printf("6-check for greater number, \n7-check for lesser  
    number, \n8- Average, \n9-number1^number2, \n10-number
```

```
11-Exit\n");
```

```
    scanf("%d", &option);
```

```
    while (option != 11)
```

```
    {  
        switch(option)
```

```
        {  
            case 1 :
```

```
                printf("The addition of %d and %d is : %d\n", num1,  
                    num2, num1+num2);
```


case 2 :

```
printf("The subtraction of %.d and %.d is : %.d\n",  
      num1, num2, num1 - num2);
```

case 3 :

```
printf("The multiplication of %.d and %.d is : %.d\n",  
      num1, num2, num1 * num2);
```

case 4 :

```
if (num2 == 0) {
```

```
    printf("Division not possible\n");
```

```
} else {
```

```
    printf("The division of %.d and %.d is : %.d\n",  
          num1, num2, num1 / num2);
```

case 6 :

```
if (num1 > num2) {
```

```
    printf("%.d is greater than %.d\n", num1, num2);
```

```
} else
```

```
    printf("%.d is greater than %.d\n", num2, num1)
```

```
break;
```

case 7 :

```
if (num1 < num2) {
```

```
    printf("%.d is lesser than %.d\n", num2, num1);
```

```
}
```


break ;

case 8 ;

~~an-ans=po~~

printf ("average of these numbers is %d\n", (num1 +
num2)/2) ;

break ;

case 9 ;

ans = pow(num1, num2);

printf ("number1 ^ number2 = %.11d\n", ans);

break ;

case 10 ;

ans = pow(num2, num1);

printf ("Number2 ^ number1 = %.11d\n", ans);

break ;

default ;

printf ("Input correct option\n");

break ;

{

scanf ("%d", &option);

}

printf ("you have a exit from the calculator");

return 0;

}