

```
#import<stdio.h>
#import "calculator.h"
//definitions
@implementation calculator
-(int)calc:(int)a num2:(int)b op:(char)operator
{
    num1=a;
    num2=b;
    switch(operator)
    {
        case '+':result=num1+num2;break;
        case '-':result=num1-num2;break;
        case '*':result=num1*num2;break;
        case '/':result=num1/num2;break;
    }
    return result;
}
@end
```