# include<stdio.h>

int main()

{

int num1,num2;

float result; char op;

printf("Enter two integers :"); scanf("%d%d", &num1,&num2); printf("Enter the operator \n"); printf("+ for addition\n"); printf("- for subtraction\n"); printf("\* for multiplication\n"); printf("/ for division\n"); printf("%% for modulus\n"); scanf(" %c",&op); if(op=='+')

{

result=num1+num2;

}

else if(op=='-')

{

result=num1-num2;

}

else if(op=='\*')

{

result=num1\*num2;

}

else if(op=='/')

{

if (num2 == 0)

{

printf("Retry and enter a non-zero number... \n");

return (-1);

}

result=num1/num2;

}

else if(op=='%')

{

if (num2 == 0)

{

printf("Retry and enter a non-zero number... \n");

return (-1);

}

result=num1%num2;

}

else

{

printf("Invalid operator...\n");

return 1;

}

printf("Result = %f\n",result);

return 0;

}

Out put

$ cc calculator.c

$,/a.out

Enter two integers :4

5

Enter the operator

+ for addition

-for subtraction

\*for multiplication

/for division

%for modulus

+

Result = 9.000000

$,/a.out

Enter two integers :5

3

Enter the operator

+ for addition

-for subtraction

\*for multiplication

/for division

%for modulus

-

Result = 2.000000

$,/a.out

Enter two integers :7

3

Enter the operator

+ for addition

-for subtraction

\*for multiplication

/for division

%for modulus

\*

Result = 21.000000

$,/a.out

Enter two integers :10

5

Enter the operator

+ for addition

-for subtraction

\*for multiplication

/for division

%for modulus

/

Result = 2.000000

$,/a.out

Enter two integers :10

5

Enter the operator

+ for addition

-for subtraction

\*for multiplication

/for division

%for modulus

%

Result = 0.000000