#include <stdio.h>

#include <math.h>

int main() {

char operator;

printf("Enter one for Arithematic operation\nEnter two for trigomentory");

printf("Enter operation (one or two):");

scanf("%s",&operator);

if(operator == "one"){

int a,b;

char op;

printf("Enter the Operator:");

scanf("%c",&op);

printf("\nEnter the Input:");

scanf("%d",&a);

printf("\nEnter the Input:");

scanf("%d",&b);

switch(op)

{

case '+':

printf("\n%d",a+b);

break;

case '-':

printf("\n %d",a-b);

case '/':

printf("\n %d",a/b);

case '\*':

printf("\n %d",a\*b);

case '^':

printf("\n %d",pow(a,b));

case '%':

printf("\n %d",a%b);

}

}

else if(operator == "two"){

int d1;

char e;

printf("Enter the value:");

scanf("%d",&d1);

printf("Enter the Trignomentory:");

scanf("%c",&e);

switch(e)

{

case 'sin':

printf("sine:%f",sin(d1));

break;

case 'cos':

printf("cos:%f",cos(d1));

break;

case 'tan':

printf("tan: %f",tan(d1));

break;

case 'cosec':

printf("cosec%f",1/cos(d1));

break;

case 'sec':

printf("sec:%f",1/cos(d1));

break;

case 'cot':

printf("cot:%f",1/tan(d1));

}

}

// your code goes here

}