Q. WRITE A PROGRAM TO DISPLAY THE MAIN MENU OF ARITHMETIC OPERATIONS USING SWITCH CASE CONSTRUCT.

A. #include<stdio.h>

int main()

{

int no1,no2,opt,res;

no1=no2=opt=res=0;

printf("Main Menu..");

printf("\n------------");

printf("\n\n 1.Addition");

printf("\n 2.Subtraction");

printf("\n 3.Multiplication");

printf("\n 4.Division");

printf("\n 5.Remainder");

printf("\n 6.Exit");

printf("\n\nEnter first number:");

scanf("%d",&no1);

printf("Enter second number:");

scanf("%d",&no2);

printf("Enter your option(1-6):");

scanf("%d",&opt);

switch(opt)

{

case 1:(opt==1);{

res=no1+no2;

printf("%d+%d=%d",no1,no2,res);break;

}

case 2:(opt==2);{

res=no1-no2;

printf("%d-%d=%d",no1,no2,res);break;

}

case 3:(opt==3);{

res=no1\*no2;

printf("%d\*%d=%d",no1,no2,res);break;

}

case 4:(opt==4);{

res=no1/no2;

printf("%d/%d=%d",no1,no2,res);break;

}

case 5:(opt==5);{

res=no1%no2;

printf("%d%%%d=%d",no1,no2,res);break;

}

case 6:(opt==6);{

exit(0);

}

default:printf("\aINVALID INPUT..........");break;

}

return 0;

}

OUTPUT:













