**Addition Calculator**

#include <iostream>

using namespace std;

int main()

{

double number1, number2, number3, number4;

cout << "This is an addition calculator that will add four numbers together.\n";

cout << "Please enter your first number:\n";

cin >> number1;

cout << "Please enter your second number:\n";

cin >> number2;

cout << "Please enter your third number:\n";

cin >> number3;

cout << "Please enter your fourth number:\n";

cin >> number4;

float sum = number1 + number2 + number3 + number4;

cout << "The answer is: " << sum << endl;

return 0;

}

**Subtraction Calculator**

#include <iostream>

using namespace std;

int main()

{

double number1, number2, number3, number4;

cout << "This is a subtraction calculator that will subtract four numbers from each other.\n";

cout << "Please enter your first number:\n";

cin >> number1;

cout << "Please enter your second number:\n";

cin >> number2;

cout << "Please enter your third number:\n";

cin >> number3;

cout << "Please enter your fourth number:\n";

cin >> number4;

float difference = number1 - number2 - number3 - number4;

cout << "The answer is: " << difference << endl;

return 0;

}

**Multiplication Calculator**

#include <iostream>

using namespace std;

int main()

{

double number1, number2, number3, number4;

cout << "This is a multiplication calculator that will multiply four numbers together.\n";

cout << "Please enter your first number:\n";

cin >> number1;

cout << "Please enter your second number:\n";

cin >> number2;

cout << "Please enter your third number:\n";

cin >> number3;

cout << "Please enter your fourth number:\n";

cin >> number4;

float product = number1 \* number2 \* number3 \* number4;

cout << "The answer is: " << product << endl;

return 0;

}

**Division Calculator**

#include <iostream>

using namespace std;

int main()

{

double number1, number2, number3, number4;

cout << "This is a division calculator that will divide four numbers from each other.\n";

cout << "Please enter your first number:\n";

cin >> number1;

cout << "Please enter your second number:\n";

cin >> number2;

cout << "Please enter your third number:\n";

cin >> number3;

cout << "Please enter your fourth number:\n";

cin >> number4;

float quotient = number1 / number2 / number3 / number4;

cout << "The answer is: " << quotient << endl;

return 0;

}

**Area Calculator (Square/Rectangle)**

#include <iostream>

using namespace std;

int main()

{

double width, height;

cout << "This is a calculator that will find the area of a square/rectangle.\n";

cout << "Please enter the width:\n";

cin >> width;

cout << "Please enter the height:\n";

cin >> height;

float area = width \* height;

cout << "The area is: " << area << endl;

return 0;

}

**Area Calculator (Circle)**

#include <iostream>

using namespace std;

int main()

{

double radius;

double pi = 3.14159;

cout << "This is a calculator that will find the area of a circle.\n";

cout << "Please enter the radius:\n";

cin >> radius;

float area = radius \* radius \* pi;

cout << "The area is: " << area << endl;

return 0;

}

**Area Calculator (Triangle)**

#include <iostream>

using namespace std;

int main()

{

double base, height;

cout << "This is a calculator that will find the area of a triangle.\n";

cout << "Please enter the base:\n";

cin >> base;

cout << "Please enter the height:\n";

cin >> height;

float area = .5 \* base \* height;

cout << "The area is: " << area << endl;

return 0;

}

**Perimeter Calculator (Square/Rectangle)**

#include <iostream>

using namespace std;

int main()

{

double width, height;

cout << "This is a calculator that will find the perimeter of a square/rectangle.\n";

cout << "Please enter the width:\n";

cin >> width;

cout << "Please enter the height:\n";

cin >> height;

float perimeter = width + width + height + height;

cout << "The perimeter is: " << perimeter << endl;

return 0;

}

**Circumference Calculator**

#include <iostream>

using namespace std;

int main()

{

double radius;

double pi = 3.14159;

cout << "This is a calculator that will find the circumference of a circle.\n";

cout << "Please enter the radius:\n";

cin >> radius;

float circumference = 2 \* pi \* radius;

cout << "The circumference is: " << circumference << endl;

return 0;

}

**Perimeter Calculator(Triangle)**

#include <iostream>

using namespace std;

int main()

{

double side1, side2, side3;

cout << "This is a calculator that will find the perimeter of a triangle.\n";

cout << "Please enter the first side:\n";

cin >> side1;

cout << "Please enter the second side:\n";

cin >> side2;

cout << "Please enter the third side:\n";

cin >> side3;

float perimeter = side1 + side2 + side3;

cout << "The perimeter is: " << perimeter << endl;

return 0;

}