

Question 1:

Write a program to create a basic calculator.

It should allow the user to perform the following operations:

- Addition (+)
- Subtraction (-)
- Multiplication (*)
- Division (/)

Here are the details:

1. The user should be prompted to choose an operation.
2. After selecting an operation, they should input two numbers.
3. The program should display the result of the calculation.
4. It should handle invalid inputs (like letters instead of numbers or dividing by zero) gracefully.
5. Optionally, the user can perform multiple calculations in a single session until they choose to exit.

Question 2:

Write a program to input a 2D array representing the scores of ten players in four different games. Implement a function that finds and displays the highest score in each game.

Question 3:

Create an interface IShape that contains a method to calculate and print the area of a shape and another interface IColor that contains a method to print the color of the shape.

Implement a class Circle that inherits from both interfaces. The class should have fields for radius and color. Implement methods to calculate the area of the circle and print the color.

Ensure that the appropriate methods are implemented from the interfaces and that the class properly displays the area and color of the circle.