

```
package BasicMath;

public class Basic {

    public float addition(float num1,float num2){
        return(num1+num2);
    }
    public float subtraction(float num1,float num2){
        return(num1-num2);
    }
    public float multiplication(float num1,float num2){
        return(num1*num2);
    }
    public float division(float num1,float num2){
        return(num1/num2);
    }
}
```