**PROGRAM 2**

**SIMPLE CALCULATOR**

#include <stdio.h>

int main()

{

float num1,num2,result;

char op;

printf("Simple calculator using switch-case\n");

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

printf("Enter an operator(+,-,\*,/):\n");

scanf("%c",&op);

printf("Enter two numbers:\n");

scanf("%f %f",&num1,&num2);

switch(op)

{

case'+':

result=num1+num2;

printf("Result=%.2f\n",result);

break;

case'-':

result=num1-num2;

printf("Result=%.2f\n",result);

break;

case'\*':

result=num1\*num2;

printf("Result=%.2f\n",result);

break;

case'/':

if(num2!=0)

{

printf("Result=%.2f\n",num1/num2);

}

else

{

printf("Error!Division by zero is not allowed.\n");

}

break;

default:

printf("Invalid operator!Please use(+,-,\* or /).\n");

}

return 0;

}

**OUTPUT**

**Add**

Simple calculator using switch-case

.............

Enter an operator(+,-,\*,/):

+

Enter two numbers:

45

67

Result=112.00

**Sub**

Simple calculator using switch-case

.............

Enter an operator(+,-,\*,/):

-

Enter two numbers:

34

5

Result=29.00

**Multiply**

Simple calculator using switch-case

.............

Enter an operator(+,-,\*,/):

\*

Enter two numbers:

4

7

Result=28.00

**Divide**

Simple calculator using switch-case

.............

Enter an operator(+,-,\*,/):

/

Enter two numbers:

10

5

Result=2.00

Simple calculator using switch-case

.............

Enter an operator(+,-,\*,/):

/

Enter two numbers:

90

0

Error!Division by zero is not allowed.

**Invalid**

Simple calculator using switch-case

.............

Enter an operator(+,-,\*,/):

&

Enter two numbers:

2

3

Invalid operator!Please use(+,-,\* or /).