**Algorithm for arithmetic calculator**

1. **Start:**
   * Initialize a Scanner object for user input.
   * Declare variables number1, number2, choice and result
2. **Input:**
   * Prompt the user to enter the first number (number1) and store it.
   * Prompt the user to enter the second number (number2) and store it.
3. **Create Calculator Object:**
   * Create an instance of the arithmeticCalculator class with number1 and number2.
4. **Operation Selection:**
   * Display a menu with the available operations: Add, Subtract, Multiply, Divide.
   * Prompt the user to choose an operation (choice).
5. **Perform Calculation:**
   * Use a switch statement to perform the selected operation using the arithmeticCalculator methods.
     + If the choice is 1, call the add method.
     + If the choice is 2, call the subtract method.
     + If the choice is 3, call the multiply method.
     + If the choice is 4, call the divide method.
     + If the choice is invalid, display an error message.
6. **Output:**
   * Display the result of the calculation.
7. **End:**
   * Close the Scanner object.
   * End the program.