

```

1 #include<stdio.h>
2 #include<conio.h>
3 int main()
4 {
5     char flag;
6     int num1, num2, result = 0;
7     while(1)
8     {
9         printf("\nEnter First Value:");
10        scanf("%d",&num1);
11        printf("\nEnter Operator\n+ (addition),\n - (subtraction),\n * (multiplication),\n / (division) ,\n % (remainder)");
12        scanf(" %c",&flag);
13        printf("\nEnter Second Value:");
14        scanf("%d",&num2);
15        switch(flag)
16        {
17            case '+':
18                result = num1 + num2;
19                printf("\nSum is = %d",result);
20                break;
21            case '-':
22                result = num1 - num2;
23                printf("\nDifference is = %d",result);
24                printf("\n\n Enter value Again for a New Input\n");
25                break;
26            case '*': result = num1 * num2;
27                printf("\nProduct is = %d",result);
28                printf("\n\n Enter value Again for a New Input\n");
29                break;
30            case '/':
31                result = num1 / num2;
32                printf("\nQuotient is = %d",result);
33                printf("\n\n Enter value Again for a New Input\n");
34                break;
35            case '%':
36                result = num1 % num2;
37                printf("\nReminder is = %d",result);
38                printf("\n\n Enter value Again for a New Input\n");
39                break;
40            case '>':
41                if(num1>>num2)
42                    printf("yes");
43                else
44                {
45                    printf("\n\nNo");
46                    printf("\n Enter value Again for a New Input\n");
47                } break;
48            case '<':
49                if(num1<<num2)
50                    printf("no");
51                else
52                {
53                    printf("\n\nyes");
54                    printf("\n Enter value Again for a New Input\n");
55                }
56                break;
57            case '=':
58                if(num1==num2)
59                    printf("yes");
60                else
61                {
62                    printf("\n\nno");
63                    printf("\n Enter value Again for a New Input\n");
64                }
65                break;
66            case '^':
67                printf("%lf",pow(num1,num2));
68                break;
69            case '!':
70                if(num1==num2)
71                    printf("no");
72                else
73                {
74                    printf("\n\nyes");
75                    printf("\n Enter value Again for a New Input\n");
76                }
77                break;
78            default:
79                printf("\nEnter value Valid Operator!!!\n");
80                printf("\n\n Enter value Again for a New Input\n");
81        }
82        getch();
83    }
84    return 0;
85 }

```



```
× Terminal

Enter First Value:50

Enter Operator
+ (addition),
- (subtraction),
* (multiplication),
/ (division) ,
% (remainder) ,
^ (num1(to the power)num2) ,
< (less than?) ,
> (greater than?),
= (equal to?),
! (not equal to?)

*

Enter Second Value:3

Product is = 150

Enter value Again for a New Input

Enter First Value:3

Enter Operator
+ (addition),
- (subtraction),
* (multiplication),
/ (division) ,
% (remainder) ,
^ (num1(to the power)num2) ,
< (less than?) ,
> (greater than?),
= (equal to?),
! (not equal to?)

^

Enter Second Value:4
81.000000
Enter First Value:g

Enter Operator
+ (addition),
- (subtraction),
* (multiplication),
/ (division) ,
% (remainder) ,
^ (num1(to the power)num2) ,
< (less than?) ,
> (greater than?),
= (equal to?),
! (not equal to?)

Enter Second Value:h

Enter value Valid Operator!!!
```



Enter First Value:5

Enter Operator

+ (addition),
- (subtraction),
* (multiplication),
/ (division) ,
% (remainder) ,
^ (num1(to the power)num2) ,
< (less than?) ,
> (greater than?),
= (equal to?),
! (not equal to?)

<

Enter Second Value:11

yes

Enter value Again for a New Input

Enter First Value:

no. Thank You!