

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int main()
```

```
{
```

```
char flag;
```

```
int n1, n2, result = 0;
```

```
while(1)
```

```
{
```

```
printf("\n Enter operator \n + (addition), \n - (subtraction), \n * (multiplication),  
  \n / (division), \n % (remainder), \n ^ (num1 to the power of num2),  
  \n < (less than?), \n > (greater than?), \n = (equal to?), \n != (not equal to?) \n \n");
```

```
scanf("%c", &flag);
```

```
printf("\n Enter first value:");
```

```
scanf("%d", &n1);
```

```
printf("\n Enter second value:");
```

```
scanf("%d", &n2);
```

```
switch(flag)
```

```
{
```

```
case '+':
```

```
    result = n1 + n2;
```

```
    printf("\n Sum is = %d", result);
```

```
    break;
```

```
case '-':
```

```
    result = n1 - n2
```

```
    printf("\n Difference is = %d", result);
```

```
    printf("\n \n Enter value Again for a new input \n");
```

```
    break;
```

case '*' :

result = $n1 * n2$;

printf("\n Product is = %.d", result);

printf("\n\n Enter value Again for a New input\n");

break;

case '/' :

result = $n1 / n2$;

printf("\n Quotient is = %.d", result);

printf("\n\n Enter value Again for a new Input\n");

break;

case '%' :

result = $n1 \% n2$;

printf("\n Remainder is = %.d", result);

printf("\n\n Enter the value again for a new Input\n");

break;

case '>' :

if ($n1 > n2$)

{

printf("yes");

}

else

printf("\n\n No");

printf("\n Enter value again for a new Input\n");

break;

case '<' :

if ($n1 < n2$)

{

printf("No");

}

```

else {
    printf("\n\nyes");
    printf("\n Enter value again for new input\n");
}
break;

case '=':
    if (n1 == n2)
    {
        printf("yes");
    }
    else {
        printf("\n\n No");
        printf("\n Enter value Again for a new Input\n");
    }
    break;

case '^':
    printf("%.2f", pow(n1, n2));
    break;

case '!':
    if (n1 != n2)
    {
        printf("no");
    }
    else {
        printf("\n\nyes");
        printf("\n Enter value again for a New Input\n");
    }
    break;

```

default:

```
printf("\n Enter the valid operator !!! \n");
```

```
printf("\n\n Enter the value again for a new Input \n");
```

```
}
```

```
getch();
```

```
}
```

```
return 0;
```

```
}
```