

Weeks

①

```
#include <stdio.h>
#include <Math.h>
main()
{
    int num1, num2, option;
    long long ans=1;
    printf("Enter the first number: ");
    scanf("%d", &num1);
    printf("Enter the second number: ");
    scanf("%d", &num2);
    printf("Input your option:\n");
    printf("1 - Addition.\n");
    printf("2 - Subtraction.\n");
    printf("3 - Multiplication.\n");
    printf("4 - Division.\n");
    printf("5 - Check for equals numbers.\n");
    printf("6 - Check for greater number.\n");
    printf("7 - Check for lesser number.\n");
    printf("8 - Average.\n");
    printf("9 - number 1 ^ number 2.\n");
    printf("10 - number 2 ^ number 1.\n");
    printf("11 - exit \n");
    scanf("%d", &option);
    while(option!=11)
    {
        switch(option)
        {
            case 1:
                printf("The addition of %d and %d is %d\n", num1, num2, num1+num2);
                break;
            case 2:
```

Case 2:

```
printf ("The Subtraction of %.2f and %.2f is %.2f\n",  
    num1 - num2, num1 - num2);
```

break;

Case 3:

```
printf ("The multiplication of %.2f and %.2f is %.2f\n",  
    num1 * num2, num1 * num2);
```

break;

Case 4:

```
if (num2 == 0) {  
    printf ("The Second number is zero, so answer is  
    undefined.\n");  
}  
else if
```

```
    printf ("The Division of %.2f and %.2f is %.2f\n",  
        num1 / num2, num1 / num2);
```

break;

Case 5:

```
If (num1 == num2) {  
    printf ("Equal numbers\n");  
}  
else
```

```
    printf ("Not equal numbers\n");  
}  
break;
```

Case 6:

```
If (num1 > num2) {  
    printf ("%.2f is greater than %.2f\n", num1, num2);  
}
```

```
else,  
    printf ("%.8 is greater than 1.8\n", num2, num1);  
    break;  
}
```

Case 7 :

```
if (num1 < num2) {  
    printf ("%.8 is less than 1.8\n", num1, num2);  
}  
  
else  
    printf ("%.8 is less than 1.8\n", num2, num1);  
    break;
```

Case 8 :

```
printf ("Average of these numbers is %.8\n", (num1 +  
        num2)/2);  
  
break;
```

Case 9 :

```
ans = pow (num1, num2);  
printf ("Number 1 ^ Number 2 = %.8\n", ans);  
break;
```

Case 10 :

```
ans = pow (num2, num1);  
printf ("Number 2 ^ Number 1 = %.8\n", ans);  
break;  
  
scanf ("%f", &option);  
  
printf ("You have to exit from the calculator.");  
return 0;
```