Arithmetic calculator

* Display a message asking the user to enter the first number
* Read the first number from the user and store it in a variable called num1
* Display a message asking the user to enter the second number
* Read the second number from the user and store it in a variable called num2
* Display a message asking the user to select an operation (+, -, \*, /)
* Read the selected operation from the user and store it in a variable called op
* If op is '+', then display the result of num1 + num2
* If op is '-', then display the result of num1 - num2
* If op is '\*', then display the result of num1 \* num2
* If op is '/', then check if num2 is not equal to 0