Arthimetic calculator :

**package** arthmeticcalculator;

**import** java.util.Scanner;

**public** **class** Arthemticexample {

**public** **static** **void** main(String[] args) {

**char** operator;

**int** num1, num2, result;

Scanner input = **new** Scanner(System.***in***);

System.***out***.println("Choose an operator: +, -, \*, or /");

operator = input.next().charAt(0);

System.***out***.println("Enter first number");

num1 =input.nextInt();

System.***out***.println("Enter second number");

num2 = input.nextInt();

**switch** (operator) {

**case** '+':

result = num1 + num2;

System.***out***.println( "Add: " + result);

**break**;

**case** '-':

result = num1 - num2;

System.***out***.println("Subtract: " + result);

**break**;

**case** '\*':

result = num1 \* num2;

System.***out***.println("Multiplay: " + result);

**break**;

**case** '/':

result = num1 / num2;

System.***out***.println("Divide: " + result);

**break**;

**default**:

System.***out***.println("Invalid operator!");

**break**;

}

input.close();

}

}