

## **4.CALCULATOR USING SWITCH CASE**

### **Aim:**

To write a c program to design a calculator using switch case.

### **Algorithm:**

Step 1:Start the program.

Step 2:input two numbers and a character from user in the given format.store them in some variable

Say a,b and c.

Step 3:switch value of op i.e.switch(op)and match with cases.

Step 4:for case '+' perform addition and store result in some variable.

Similarly for '-', '\*', '/' and store result in some variables.

Step 5:Finally print the value of result.

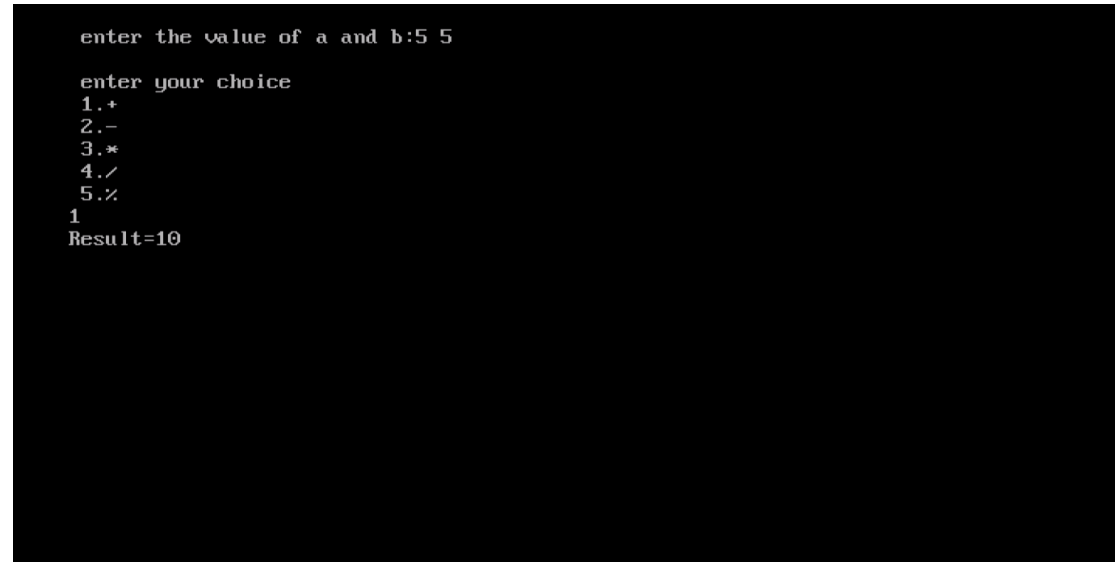
Step 6:Stop the program.

### **Program coding:**

```
#include<stdio.h>
#include<conio.h>
void main()
{
float a,b;
char c;
printf("\n enter the value of a and b:");
scanf("%f%f",&a,&b);
printf("\n enter your choice \n 1.+ \n 2.- \n 3.* \n 4./ \n 5.%\n");
scanf("%c",&c);
switch(c)
{
case '+':printf("Result=%f",a+b);break;
case '-':printf("Result=%f",a-b);break;
case '*':printf("Result=%f",a*b);break;
case '/':printf("Result=%f",a/b);break;
case '%':printf("Result=%f",a%b);break;
```

```
default:printf("\n Invalid input");  
}  
getch();  
}
```

### **Output:**

A screenshot of a terminal window with a black background and white text. The text shows the execution of a C program. It starts with a prompt 'enter the value of a and b:' followed by the input '5 5'. Then it asks 'enter your choice' and lists five options: '1.+', '2.-', '3.\*', '4./', and '5.%'. The user has entered '1'. Finally, it displays 'Result=10'.

```
enter the value of a and b:5 5  
enter your choice  
1.+  
2.-  
3.*  
4./  
5.%  
1  
Result=10
```