

```
2. #include <stdio.h>
#include <math.h>
void main()
```

```
{
    int a, b, c = 1;
    printf("enter the first number\n");
    scanf("%d", &a);
    printf("enter the second number\n");
    scanf("%d", &b);
    while(c != 0)
```

```
{
    printf("enter the choice\n");
    printf("1 - addition\n 2 - subtraction\n
           3 - multiplication\n 4 - division");
    printf("5 - greatest of num\n 6 - small of num\n
           7 - if equal\n 8 - not equal\n 9 - modulus\n
           10 - power\n");
```

```
scanf("%d", &c)
```

```
switch (c)
```

```
{
```

```
case 1: ;
```

```
int s = a + b
```

```
printf("%d", s)
```

```
break;
```

```
case 2: ;
```

```
int su = a - b
```

```
printf("%d", su);
```

```
break;
```

(1)

Case 3: ;

```
int m = a * b
```

```
printf("%d", m);
```

```
break;
```

Case 4: ;

```
int d = a / b
```

```
printf("%d", d);
```

```
break;
```

Case 5: ;

```
if (a > b)
```

```
printf("%d", a);
```

```
else
```

```
printf("%d", b);
```

```
break;
```

Case 6: ;

```
if (a < b)
```

```
printf("%d", a);
```

```
else
```

```
printf("%d", b);
```

```
break;
```

Case 7: ;

```
if (a == b)
```

```
printf("numbers r equal\n");
```

```
break;
```

Case 8: ;

```
if (a != b)
```

```
printf("numbers r not equal\n");
```

Case 9: ;

```
int r = a % b
```

```
printf("%d", r);
```

Q

break;

Case 10;

int P = pow(a, b);

printf("%d", P);

break;

Case 11;

printf("thank you")

break;

default:

Print("enter the correct choice\n");

}

}

}

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