

```

#include<stdio.h>
#include<math.h>
void main()
{
    int n1,n2,choice;
    char ch;
    do
    {
        printf("\n Select your choice from the options given below:\n");
        printf(" ARITHMETIC OPERATIONS: \n\n 1-Addition \n2-Subtraction \n3-Multiplication\n4-Division\n5-Equal \n6-Greater than \n7-Smaller than \n8-Not equal to \n\n \n9-Perimeter\n10-Area\n");
        scanf("%d",&choice);
        printf("Enter the first number :");
        scanf("%d",&n1);
        printf("Enter the second number:");
        scanf("%d",&n2);
        switch(choice)
        {
            case 1:
                printf("Addition of %d and %d is: %d\n",n1,n2,n1+n2);
                break;
            case 2:
                printf("Subtraction of %d and %d is: %d\n",n1,n2,n1-n2);
                break;
            case 3:
                printf("Multiplication of %d and %d is: %d\n",n1,n2,n1*n2);
                break;
            case 4:
                printf("Division of %d and %d is: %d\n",n1,n2,n1/n2);
                break;
            case 5:
                printf("5 is equal to %d\n",n1);
                break;
            case 6:
                printf("%d is greater than %d\n",n1,n2);
                break;
            case 7:
                printf("%d is smaller than %d\n",n1,n2);
                break;
            case 8:
                printf("%d is not equal to %d\n",n1,n2);
                break;
            case 9:
                printf("Perimeter of a square with side %d is: %d\n",n1,4*n1);
                break;
            case 10:
                printf("Area of a square with side %d is: %d\n",n1,n1*n1);
                break;
            default:
                printf("Invalid choice\n");
                break;
        }
    } while(ch != 'q');
}

```

```

17 scanf("%d",&n2);
18 switch(choice)
19 {
20     case 1:
21         printf("Addition of %d and %d is: %d\n",n1,n2,n1+n2);
22         break;
23     case 2:
24         printf("Subtraction of %d and %d is: %d\n",n1,n2,n1-n2);
25         break;
26     case 3:
27         printf("Multiplication of %d and %d is: %d\n",n1,n2,n1*n2);
28         break;
29     case 4:
30         if(n2==0)
31         {
32             printf("Cannot divide by zero\n");
33         }
34         else
35         {
36             printf("Division of %d and %d is : %d\n",n1,n2,n1/n2);
37         }

```

```
if(n2==0)
{
    printf("Cannot divide by zero\n");
}
else
{
    printf("Division of %d and %d is : %d\n",n1,n2,n1/n2);
}
break;
case 5:
if(n1==n2)
    printf("Both the numbers are equal");
else
    printf("Both number are not equal");
break;
case 6:
if(n1>n2){
    printf("%d is greater than %d",n1,n2);
}
else {
```



```

case 6:
    if(n1>n2){
        printf("%d is greater than %d",n1,n2);
    }
    else {
        printf("%d is greater than %d",n2,n1);
    }
    break;
case 7:
    if(n1<n2)
        printf("%d is smaller than %d",n1,n2);
    else
        printf("%d is smaller than %d",n2,n1);
    break;
case 8 :
    if(n1!=n2){
        printf("Both the numbers are not equal");
    }
    else {

```

main.c

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{ } Beautify



Language C

```
64 }
65 else {
66     printf("The numbers are equal");
67     break;
68 }
69 case 9:
70     printf("\n Perimeter of rectangle having length %d and breadth %d", n1, n2);
71     break;
72 case 10:
73     printf("%d to the power of %d is %f", n1, n2, pow(n1, n2));
74     break;
75 default:
76     printf(" select correct option \n");
77     break;
78 }
79 printf ("Enter x to continue");
80 scanf ("%c", &ch);
81 }
82 while (ch == 'x' || ch == 'X');
83 }
84 }
```


main.c:69:87: warning: format '%f' expects argument of type 'double', but argument 2 has type 'int' [-Wformat=]

input

Select your choice from the options given below:
ARITHMETIC OPERATIONS:

- 1-Addition
- 2-Subtraction
- 3-Multiplication
- 4-Division

RELATIONAL OPERATIONS:

- 5-Equal
- 6-Greater than
- 7-Smaller than
- 8-Not equal to

- 9-Perimeter of rectangle
- 10-Power

☐

Select your choice from the options given below:

ARITHMETIC OPERATIONS:

1-Addition

2-Subtraction

3-Multiplication

4-Division

RELATIONAL OPERATIONS:

5-Equal

6-Greater than

7-Smaller than

8-Not equal to

9-Perimeter of rectangle

10-Power

1

Enter the first number :2

Enter the second number:4

• Addition of 2 and 4 is: 6

• Enter x to continuex

ARITHMETIC OPERATIONS:

- 1-Addition
- 2-Subtraction
- 3-Multiplication
- 4-Division

RELATIONAL OPERATIONS:

- 5-Equal
- 6-Greater than
- 7-Smaller than
- 8-Not equal to

9-Perimeter of rectangle

10-Power

6

Enter the first number :5

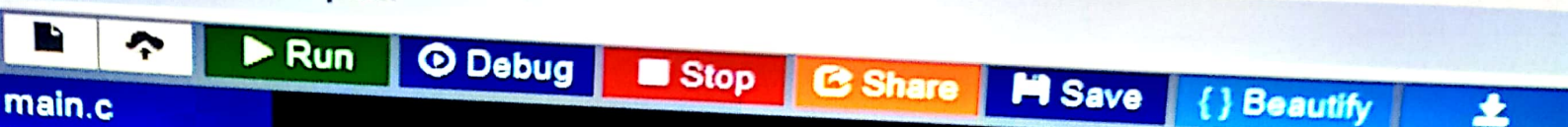
Enter the second number:8

8 is greater than 5Enter x to continue

e •

its ...Program finished with exit code 9

Press ENTER to exit console.



main.c

```
1 #include<stdio.h>
2 int sumaver(int num1,int num2)
3 {
4     float sum =0,avg;
5     sum = num1+num2;
6     avg = sum/2;
7     printf("\nSum of two numbers is: %f \n",sum);
8     return avg;
9 }
10 int printeven(int num3,int num4)
11 {
12     int x=num3+1,arr[10];
13     printf("\nEven numbers are: ");
14     while(x<num4)
15     {
16         if(x%2==0)
17             printf("%d \t",x);
18         ++x;
19     }
20 }
21
22 int main()
```

```

22 int main()
23 {
24     int num[3],i,j,temp,s,p;
25     printf("Enter three numbers:\n ");
26     scanf("%d %d %d",&num[1],&num[2],&num[3]);
27     for(i=1; i<4; i++)
28     {
29         for(j=i+1; j<4; j++)
30         {
31             if(num[i] > num[j])
32             {
33                 temp = num[i];
34                 num[i] = num[j];
35                 num[j] = temp;
36             }
37         }
38     }
39     s = sumaver(num[2],num[3]);
40     p = printeven(num[2],num[3]);
41     printf("\nAverage: %d \n",s);
42     return 0;

```

Enter three numbers:

56

9

22

Sum of two numbers is: 181.000000

Even numbers are: 60

5	78	80	82	84	66	68	70	72	74
5	98	100	102	104	86	88	90	92	94
6	118	120			106	108	110	112	114

Average: 90

...Program finished with exit code 0

Press ENTER to exit console.

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