

```
#include <stdio.h>
```

```
int main() {
```

```
    char operator;
```

```
    double num1, num2, result;
```

```
    // Asking the user to enter an operator
```

```
    printf("Enter an operator (+, -, *, /): ");
```

```
    scanf("%c", &operator);
```

```
    // Asking the user to enter two operands
```

```
    printf("Enter two numbers: ");
```

```
    scanf("%lf %lf", &num1, &num2);
```

```
    // Switch case to perform the operation
```

```
    switch(operator) {
```

```
        case '+':
```

```
            result = num1 + num2;
```

```
            break;
```

```
        case '-':
```

```
            result = num1 - num2;
```

```
            break;
```

```
        case '*':
```

```
            result = num1 * num2;
```

```
            break;
```

```
        case '/':
```

```
            if (num2 != 0) {
```

```
                result = num1 / num2;
```

```
            } else {
```

```
                printf("Error! Division by zero.\n");
```

```
                return 1;
```

```
            }
```

```
            break;
```

```
        default:
```

```
            printf("Error! Invalid operator.\n");
```

```
            return 1;
```

```
    }
```

```
    // Displaying the result
```

```
    printf("Result: %.2lf\n", result);
```

```
    return 0;
```

```
}
```