Q.1 Write a Program to perform all arithmetic operators such as +, -, *, / and %

Addition of 12 and 6 is 18.

```
int main() {
int a =12,b=6;
float ans;
ans=a+b;

printf("\naddition of %d and %d is %f",a,b,ans);
```

Output

```
/tmp/TytnSXQ0BY.o

addition of 12 and 6 is 18.000000

=== Code Execution Successful ===
```

Subtraction of 12 and 6 is 6.

```
#include <stdio.h>

int main() {
int a =12, b=6;
float ans;
ans= a-b;
printf("\nsubtraction of %d and %d is %f",a,b,ans);
   return 0;
```

Output

```
/tmp/RkZvzX69MJ.o

subtraction of 12 and 6 is 6.000000

=== Code Execution Successful ===
```

Multiplication of 12 and 6 is 72

```
int main() {
int a =12, b=6;
float ans;
ans= a*b;
printf("\nmultiplication of%d and %d is %f",a,b,ans);
}
```

Output

/tmp/XXO4P3gc1K.o

subtraction of 12 and 6 is 72.000000

=== Code Execution Successful ===

Division of 12 and 6 is 2.

```
#include <stdio.h>

int main(){
int a=12,b=6;
float ans;
ans=a/b;
printf("\ndivision of %d and %d is %f",a,b,ans);
}
```

/tmp/gvw0uWKRzA.o

division of 12 and 6 is 2.000000

=== Code Execution Successful ===

Modulo of 12 and 6 is 0

```
#include <stdio.h>

int main(){
int a=12,b=6;
float ans;
ans = a%b;
printf("modulo of %d and %d is %f",a,b,ans);

}
```

Output

```
/tmp/YAozUUSf30.o
modulo of 12 and 6 is 0.000000

=== Code Execution Successful ===
```

12 + 6 = 18

```
printf("%d+%d=%f",a,b,ans);
```

Output

```
/tmp/HgrTbO7RrY.o
12+6=18.000000

=== Code Execution Successful ===
```

12 - 6 = 6

```
printf("%d-%d=%f",a,b,ans);
```

Output

```
/tmp/Ag8GThRoAX.o
12-6=6.000000

=== Code Execution Successful ===
```

12 * 6 = 72
printf("%d*%d=%f",a,b,ans);

output

Output
/tmp/X1K5Fei25Y.o
12*6=72.000000

=== Code Execution Successful ===

12 / 6 = 2
printf("%d/%d=%f",a,b,ans);

Output

/tmp/c4BpQnJJo0.o
12/6=2.000000

=== Code Execution Successful ===

12 % 6 = 0
printf("%d % %d = %f",a,b,ans);

Output
/tmp/xkijXMvLLd.o
12 %d = 0.000000

=== Code Execution Successful ===