# 1. Variables Declaration:

- `choice` (an integer) stores the user's choice of operation.

- `num1` and `num2` (float variables) hold the two numbers the user will input for the calculations.

# 2. Menu Display:

- The program displays a menu with four options: Addition, Subtraction, Multiplication, and Division.

- It prompts the user to enter their choice (1-4).

# 3. User Input for Choice and Numbers:

- `scanf` reads the user's choice and assigns it to `choice`.

- The program then prompts the user to enter two numbers (`num1` and `num2`), which are stored using `scanf`.

4. Switch Statement for Operation Selection:

- The program uses a `switch` statement to determine the operation based on the `choice`.

- Each case corresponds to a different arithmetic operation:

- Case 1: Addition (`num1 + num2`)

- Case 2: Subtraction (`num1 - num2`)

- Case 3: Multiplication (`num1 \* num2`)

- Case 4: Division (`num1 / num2`) — includes a check to prevent division by zero.

- If `choice` is not between 1 and 4, the `default` case displays "Invalid choice."

5. Division by Zero Check:

- For Division, the program checks if `num2` is zero to prevent dividing by zero. If `num2` is zero, it outputs an error message.

6. Output:

- The result of the chosen arithmetic operation is displayed with two decimal points.

Git Commands Used:

**Initialization:**

bash

git init

**Adding Files:**

bash

git add calculator.c

**Committing Changes:**

bash

git commit -m "Initial commit of calculator code"

**Creating a Repository:**

Create a new repository on GitHub or GitLab.

**Linking Local Repository to Remote:**

bash

git remote add origin <repository\_url>

**Pushing Changes:**

bash

git push -u origin master

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