Calculator:

#include <stdio.h>

#include<math.h>

int main() {

int c,a,b;

float e,f;

printf("press\n1 for addition\n2 for subtraction\n3 for multiplication\n4 for division\n5 for log value\n6 for square roots ");

scanf("%d",&c);

switch(c)

{

case 1:

printf("provide two numbers:");

scanf("%d %d",&a,&b);

printf("answer: %d",a+b);break;

case 2:

printf("provide two numbers:");

scanf("%d %d",&a,&b);

if(a>b)

printf("answer: %d",a-b);

else if(b>a)

printf("answer%d",b-a);break;

case 3:

printf("provide two numbers:");

scanf("%d %d",&a,&b);

printf("answer: %d",a\*b);break;

case 4:

printf("provide two numbers:");

scanf("%f %f",&e,&f);

printf("answer: %f",e/f);break;

case 5:

printf("provide a number");

scanf("%f",&e);

printf("answer: %f",log(e));break;

case 6:

printf("provide a number");

scanf("%f",&e);

printf("answer:%f",sqrt(e));break;

default:

printf("enter a valid choice");

}

return 0;

}