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#include<stdio.h>

int main()

{

float num1, num2, result;

int mod\_result;

char operator;

printf("\t\t\t\*\*\*Calculator\*\*\*\n\n");

printf("\t Operation:\n");

printf("\t\t + : Addition\n");

printf("\t\t - : Subtraction\n");

printf("\t\t \* : Multiplication\n");

printf("\t\t / : Division\n");

printf("\t\t %% : Modulus\n\n");

repeat:

printf("Enter First Operand:");

scanf("%f",&num1);

printf("Enter Second Operand:");

scanf("%f",&num2);

printf("Enter Operation");

scanf (" %c",&operator);

switch (operator)

{

case'+':

result = num1 + num2;

printf("%.1lf + %.1lf = %.1lf", num1,num2,result);

break;

case'-':

result = num1 - num2;

printf("%.1lf - %.1lf = %.1lf", num1,num2,result);

break;

case'\*':

result = num1 \* num2;

printf("%.1lf \* %.1lf = %.1lf", num1,num2,result);

break;

case'/':

if (num2 == 0){

printf("Cannot Divide by Zero");

break;

}

result = num1 / num2;

printf("%.1lf / %.1lf = %.1lf", num1,num2,result);

break;

case'%':

mod\_result = (int) num1 % (int)num2;

printf("%.0lf %% %.0lf = %.d", num1,num2,result);

break;

default:

printf(" Invalid operator. Try Again");

break;

}

}