

LAB-1.

C Program to design a simple calculator.

```

→ #include <stdio.h>
#include <math.h>
int main()
{
    int a, b, option;
    long long ans = 1;

    printf("Enter first number: ");
    scanf("%d", &a);
    printf("Enter second number: ");
    scanf("%d", &b);

    printf("Enter your option option: \n");
    printf("\n 1-Addition\n 2-Subtraction\n 3-Multiplication\n 4-Division\n 5-Check if equal\n 6-Check for greater number\n 7-Check for lesser number\n 8-Average\n 9-a & b\n 10- b & a\n");
    scanf("%d", &option);

    while (option != 11)
    {
        switch (option)
        {
            case 1:
                printf("Addition of %d and %d = %d\n", a, b, a+b);
                break;

            case 2:
                printf("Subtraction of %d and %d = %d\n", a, b, a-b);
                break;

```

case 3 :

```
printf("Multiplication of %d and %d = %d\n", a, b, a*b);  
break;
```

case 4;

```
if (b == 0)  
{ printf("Can not divide by zero");  
}  
else  
{ printf("Division of %d and %d = %d\n", a, b, a/b);  
}  
break;
```

case 5:

```
if (a == b) {  
    printf("Equal numbers\n");  
}  
else  
    printf("Not equal");  
break;
```

case 6:

```
if (a > b) {  
    printf("%d is greater than %d\n", a, b);  
}  
else  
    printf("%d is greater than %d\n", b, a);  
break;
```

case 7:

```
if (a > b) {  
    printf("%d is less than %d\n", b, a);  
}  
else
```


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```
printf("%d is less than %d\n", a, b);  
break;
```

case 8:

```
printf("Average is %d\n", (a+b)/2);  
break;
```

case 9:

```
ans = pow(a, b);  
printf("a^b = %lld\n", &ans);  
break;
```

case 10:

```
ans = pow(b, a);  
printf("b^a = %lld\n", &ans);  
break;
```

{

```
scanf("%d", &option);
```

}

```
printf("You have exit from the calculator");  
return 0;
```

}