import java.util.Scanner;  
  
public class Calculator {  
 public static void main(String[] args) {  
 Scanner scanner = new Scanner(System.*in*);  
 int choice;  
  
 do {  
 System.*out*.println("Calculator Menu");  
 System.*out*.println("1. Akar Kuadrat");  
 System.*out*.println("2. Pangkat");  
 System.*out*.println("3. Logaritma Natural");  
 System.*out*.println("4. Factorial");  
 System.*out*.println("5. Keluar");  
 System.*out*.print("Pilihan Anda: ");  
  
 choice = scanner.nextInt();  
  
 switch (choice) {  
 case 1:  
 System.*out*.print("Masukkan angka: ");  
 double numSqrt = scanner.nextDouble();  
 double resultSqrt = Math.*sqrt*(numSqrt);  
 System.*out*.println("Akar kuadrat dari " + numSqrt + " adalah: " + resultSqrt);  
 break;  
 case 2:  
 System.*out*.print("Masukkan angka: ");  
 double base = scanner.nextDouble();  
 System.*out*.print("Masukkan pangkat: ");  
 double exponent = scanner.nextDouble();  
 double resultPow = Math.*pow*(base, exponent);  
 System.*out*.println(base + " pangkat " + exponent + " adalah: " + resultPow);  
 break;  
 case 3:  
 System.*out*.print("Masukkan angka: ");  
 double numLog = scanner.nextDouble();  
 double resultLog = Math.*log*(numLog);  
 System.*out*.println("Logaritma natural dari " + numLog + " adalah: " + resultLog);  
 break;  
 case 4:  
 System.*out*.print("Masukkan angka: ");  
 int numFact = scanner.nextInt();  
 long resultFact = *factorial*(numFact);  
 System.*out*.println("Factorial dari " + numFact + " adalah: " + resultFact);  
 break;  
 case 5:  
 System.*out*.println("Terima kasih telah menggunakan Kalkulator!");  
 break;  
 default:  
 System.*out*.println("Pilihan tidak valid. Silakan pilih kembali.");  
 break;  
 }  
 } while (choice != 5);  
 }  
  
 // Method untuk menghitung factorial  
 private static long factorial(int n) {  
 if (n == 0 || n == 1) {  
 return 1;  
 } else {  
 return n \* *factorial*(n - 1);  
 }  
 }  
}