Exercise 3-2: `switch` statement

- ## operator.c

  - Create a calculator program that performs the four arithmetic operations (+,-, *, /) of the two input real numbers, referring to sample.c in the first lecture.
    - Input and output examples:
      - Input "12 + 3" → Display: "15.00"
      - Input "7.5 -10" → Display: "-2.50"
      - Input "2 * 5" → Display: "10.00"
      - Input "10 / 2.5" → Display: "4.00"

  - Tips
    - The operators of the four arithmetic operations are read as a char type character, and the processing is switched depending on the value in the switch statement.
    - Read 3 inputs from the console

      ```
      scanf("%? %? %?", &x, &op, &y);
      ```
      ⇧   ⇧   ⇧
      What should we choose for the format specification?

      The variable op is of type char
      '+', '-', '*', '/' are included