```c
#include<stdio.h>

#include<cmath>

int main()

{

        float num1,num2,result;

        printf("Enter number");

        scanf("%f %f",&num1,&num2);

if(cell(num)!=num1 &&

ceil(num2)!=num2){


 int val;

 printf("Enter:\n  1-addition\n  2-substraction  \n  3-division  \n  4-multiplication  \n  5-
modulus\n")

 scanf("%d",&val);

 switch(val)

 {

        case 1: result=num1+num2 ;

         printf("%0.3f" hello",result);

        break;

        case 2: result=num2-num1 ;

        printf("%0.3f",result);

        break;

        case 3: result=num/num2 ;

        printf("%0.3f",result);

        break;

        case 4: result=num1*num2 ;
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```c
            printf("%0.3f",result);

            break;

            default: ;

             goto end;

}}

if(ceil(num1)==num1 && ceil(num2)==num2){

            num1=(int)num1;

            num2=(int)num2;

int val;

printf("Enter: \n 1-addition\n 2-substraction \n 3-division \n 4-multiplication \n 5-modulus\n");

scanf("%d",&val);

switch(val)

{

            case 1: result=num1+num2 ;

            printf("%d",(int)result);

            break;

            case 2: result=num2-num1 ;

            printf("%d",(int)result);

            break;

            case 3: result=num1/num2 ;

            printf("%d",(int)result);

            break;

            default: ;

}}

end
```

return 0;