```
#include <stdio.h>
#include <math.h>
int main() {
    char operator;
    double first, second;
    int command;
        while (command!=2)
            printf("\n\nEnter an operator (+, -, *, s for squareroot, g to check greater , l to find log, e to check equality): ");
            scanf ("%c", &operator);
            printf("Enter two operands: ");
            scanf("%lf %lf", &first, &second);
            switch (operator) {
            case '+':
                printf("%lf + %lf = %lf", first, second, first + second);
                break:
            case '-':
                printf("%lf - %lf = %lf", first, second, first - second);
                break;
            case '*':
                printf("%lf * %lf = %lf", first, second, first * second);
                break:
            case '/':
                printf("%lf / %lf = %lf", first, second, first / second);
                break:
            case 's':
                printf(" squareroot %lf is \t%lf and squareroot of %lf is \t%lf", first, sqrt(first), second, sqrt( second));
                break:
            case '1':
                printf(" logarithm of %lf is \t%lf and logarithm of %lf is \t%lf", first, log(first), second, log( second));
                hreak .
```

```
case 'a':
       if (first>second)
        printf(" %lf is greater than %lf ",first,second); }
        else
       printf(" %lf is not greater than %lf ",first,second);
    case 'a':
       if (first<second)
       printf(" %lf is lesser than %lf ",first,second); }
        else
        printf(" %lf is not lesser than %lf ",first,second);
       break:
    case 'e':
        if (first==second)
           printf(" %lf is equal to %lf", first, second);
        else
        printf(" %lf is not equal to %lf ", first, second);
       break;
```

