

Calculator

Create a calculator program. Your program should welcome the user, then prompt the user to choose an option. You may choose your own menu options, or you may use the following:

"Please enter 1 for add, 2 for subtract, 3 for multiply, 4 for divide, 5 for raise to the power, 6 for modulus: "

Your program should then prompt the user for two numbers, each in a separate prompt. You should store the numbers, and use them to do the appropriate calculation and print the result (hint: use if/else statements to determine what block to enter using the menu input).

You can assume only numbers will be entered.

Example:

"Welcome to the calculator!

What would you like to do? Enter 1 for add, 2 for subtract, 3 for multiply, 4 for divide, 5 for raise to the power, 6 for modulus: 3

Enter the first number: 5

Enter the second number: 4

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Grading

5 points = commented, or clear code

10 points = program runs

10 points = entering accurate inputs does something, inaccurate inputs don't do anything or report error.

10 points = calculator works accurately

5 points = error checking (if you enter 0 for the divisor, the program tells you that you cannot divide by 0)

Submit your program file on canvas.