import Foundation

class Operator: Arithmetic

{

var oper: Character?

init (n1: Int,n2: Int,oper: Character)

{ super.init(n1: n1, n2: n2)

self.oper = oper

}

required init(n1: Int, n2: Int) {

super.init(n1: n1, n2: n2)

}

override func calculate()

{

let choice : Character = oper!

print(">>>>>>>>>",choice)

let result : Int

print("calling function")

switch choice

{

case "+":

result = self.n1 + self.n2

print("\*\*\*\*\*\*\*Result is = ",result)

case "-":

result = self.n1 - self.n2

print("\*\*\*\*\*\*\*Result is = ",result)

case "\*":

result = self.n1 \* self.n2

print("\*\*\*\*\*\*\*Result is = ",result)

case "/":

result = self.n1 / self.n2

print("\*\*\*\*\*\*\*\*Result is = ",result)

default: print("Null")

}

}

}

var objop = Operator(n1:35, n2:45,oper: "+")

objop.calculate()