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1: // FLOAT VALUE CALCULATOR
2: #include <stdio.h>
3: #include <stdlib.h>
4: #include <conio.h>
5: int main(void)
6: {
7:     float Firstnum,Secondnum,Answer;
8:     char opr,option;
9:     do
10:    {
11:
12:        printf(" Choose an Arithmetical Operator(+,-,*,/)\n");
13:        scanf("%s",&opr);
14:        printf("\n Enter First Number\n");
15:        scanf("%f",&Firstnum);
16:        printf("\n Enter Secondnum Number\n");
17:        scanf("%f",&Secondnum);
18:        switch (opr)
19:        {
20:            case '+':Answer = Firstnum+Secondnum;// if operator is +
21:                printf("\n Result is %.3f + %.3f = %.3f\n",Firstnum,Secondnum,Answer);break;
22:
23:
24:            case '-':Answer = Firstnum-Secondnum;// if operator is -
25:                printf("\n Result is %.3f - %.3f = %.3f\n",Firstnum,Secondnum,Answer);break;
26:
27:
28:            case '*':Answer = Firstnum*Secondnum;// if operator is *
29:                printf("\n Result is %.3f * %.3f = %.3f\n",Firstnum,Secondnum,Answer);break;
30:
31:
32:            case '/':Answer = Firstnum/Secondnum;// if operator is /
33:                printf("\n Result is %.3f / %.3f = %.3f\n",Firstnum,Secondnum,Answer);break;
34:
35:            default: printf("Invalid Operator\n");break;
36:        }
37:        printf("\n Press 'y' to continue\n");
38:        option = getch();
39:
40:    }
41:    while (option=='y');
42:    getch();
43:
44:    return 0;
45: }
46:

```