Week-1

1. Write a menu driven C program to design a simple calculator which solves 10 operations - 4 Arithematic, 4 Relational and any two of your choice. The program should loop till the user wishes to stop.

→
```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
void main() {
    int num1, num2, option;
    long long ans = 1;
    printf("Enter the first number: ");
    scanf("%d", &num1);
    printf("Enter the second number: ");
    scanf("%d", &num2);
    printf("\n Input your option:\n");
    printf(" 1- Addition.\n
             2- Substraction.\n
             3- Multiplication.\n
             4 - Division.\n
```

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5- check for equals n-numbers.\n",
printf("6- check for greater number.
\n 7- check for lesser number.
\n 8 - Average.
\n 9 - number 1 ^ number 2.
\n 10 - number 2 ^ number 1
\n");
printf("11- exit \n");
scanf("%d", &option);
while (option != 11){
switch (option){
case 1:
printf("The addition of %d and
%d is %d\n", num1, num2,
num 1 + num 2);
break;

case 2:
printf("The subtraction of %d
and %d is %d\n", num 1, num2,
num 1 - num 2);
break;

```
Case 3:
Printf("The multiplication of %d and
%d is %d\n", num1, num2,
num1 * num2);
break;

Case 4:
Printf( if (num2==0){
Printf ("The second number is zero.
so answer is undefined.\n");
}
else {
printf("The Division of %d and
%d is %d\n", num1, num2,
num1/num2);
break;

case 5:
if (num1 = num2){
printf ("Equal numbers\n");
}
else
printf("Not equal numbers\n");
break;
```

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```
case 6:
if (num1 > num2){
printf("%d is greater than
%d\n", num1, num2);
}
else
printf("%d is greater than
%d\n", num2, num1);
break;

case 7:
if (num1 < num2){
printf("%d is less than %d
\n", num1, num2);
}
else
printf("%d is less than %d
\n", num2, num1);
break;

case 8:
printf("Average of these
numbers is %d \n",
(num1 + num2)/2);
```

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```
break;
case 9:
 ans = pow(num1, num2);
printf("Number1 ^ Number2 = %lld
   \n", ans);
break;

case 10:
 ans = pow(num2, num1);
printf("Number2 ^ Number1 = %lld
   \n", ans);
break;
}
scanf("%d", &option);
}
printf("You have to exit from
  the calculator");
return 0;
  }
```