

IBM19CS036

Bhavya Sharma

C Program to design simple Calculator

```
#include <math.h>
#include <stdio.h>
int void main ()
{
    int num1, num2, n n;
    int c = 1;
    while (c == 1)
    {
        printf("Enter num1\n");
        scanf("%d", &num1);
        printf("Enter num2\n");
        scanf("%d", &num2);
        printf("Enter the number as per the function\n");
        1. Addition
        scanf("%d", &n);
        switch (n)
        {
            case 1: printf("1. Addition, 2. Substraction, 3. multiplication, 4. Division, 5- Equal to, 6. lesser than, 7 not equal to, 8. Greater than, 9. Power, 10 square root");
            scanf("%d", &n);
            switch (n)
            {
                case 1:
                    printf("Sum of two numbers is %d", num1 + num2);
                    break;
                case 2:
                    printf("Difference of two numbers is %d", num1 - num2);
                    break;
```


case 3:

```
printf("Product is equal to %d", num1 * num2);
```

```
break;
```

case 4:

```
printf(" Quotient Division = %d", num1 / num2);
```

```
break;
```

case 5:

```
if (num1 == num2)
```

```
printf("Both num1 and num2 are equal");
```

```
else
```

```
printf("num1 and num2 are not equal");
```

```
break;
```

case 6:

```
if (num1 < num2)
```

```
printf("num1 %d is lesser than num2 %d", num1, num2);
```

```
else
```

```
printf("num2 %d is lesser than num1 %d", num2, num1);
```

```
break;
```

case 7:

```
if (num1 != num2)
```

```
printf("Numbers are not equal");
```

```
else
```

```
printf("Numbers are equal");
```

```
break;
```

case 8:

```
if (num1 > num2)
```

```
printf("num1 %d is greater than num2 %d", num1, num2);
```

```
else
```

```
printf("num2 %d is greater than num1 %d", num2, num1);
```

```
break;
```


case 9:

```
printf (" %.d to the power of %.d is %.d",  
        num1, num2, pow(num1, num2));
```

```
break;
```

case 10;

```
printf (" Root Root of %.d is %.d", num1,  
        pow(num1, 1/num2));
```

```
break;
```

default :

```
printf ("Enter correct choice");
```

```
break;
```

```
}
```

```
printf ("Enter 2 to terminate or 1 to  
        continue \n");
```

```
scanf ("%d", &a);
```

```
}
```

```
return 0;
```

```
}
```