# include <iostream>

using namespace std;

int main() {

char op;

float num1, num2;

cout << "Enter operator: +, -, \*, /: ";

cin >> op;

cout << "Enter two operands: ";

cin >> num1 >> num2;

switch(op) {

case '+':

cout << num1 << " + " << num2 << " = " << num1 + num2;

break;

case '-':

cout << num1 << " - " << num2 << " = " << num1 - num2;

break;

case '\*':

cout << num1 << " \* " << num2 << " = " << num1 \* num2;

break;

case '/':

cout << num1 << " / " << num2 << " = " << num1 / num2;

break;

default:

// If the operator is other than +, -, \* or /, error message is shown

cout << "Error! operator is not correct";

break;

}

return 0;

}