SOURCE CODE

ARTHEMATIC_CALCULATOR

```
package com.chandana;
import java.util.Scanner;
public class Arthematic calculator {
     public static void main(String[] args) {
           Scanner sc=new Scanner(System.in);
           System.out.println("Enter the two numbers");
           int firstnum=sc.nextInt();
           int secnum= sc.nextInt();
           System.out.println("Enter the operator ");
           char op=sc.next().charAt(0);
           double Ans=0;
           switch(op){
           case '+': Ans=firstnum+secnum;
           break;
           case '-':Ans=firstnum-secnum;
           case '*': Ans=firstnum*secnum;
           break;
           case '/':Ans=firstnum/secnum;
           break;
           System.out.println("the answer is " +Ans);
     }
}
```