

Computer Programming

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24BCA3'A'

A SIMPLE CALCULATOR USING SWITCH CASE

```
#include <stdio.h>
int main()
{
    char op;
    double first, second;
    printf("Enter an operator (+, -, *, /): ");
    scanf("%c", &op);
    printf("Enter two operands: ");
    scanf("%lf %lf", &first, &second);

    switch (op) {
        case '+':
            printf("%.1lf + %.1lf = %.1lf", first, second, first + second);
            break;
        case '-':
            printf("%.1lf - %.1lf = %.1lf", first, second, first - second);
```

```
break;
case '*':
printf("%.1lf * %.1lf = %.1lf", first, second, first * second);
break;
case '/':
    printf("%.1lf / %.1lf = %.1lf", first, second, first / second);
    break;
// operator doesn't match any case constant
default:
    printf("Error! operator is not correct");
}
return 0;
}
```

ADDITION OUTPUT(+)

Enter an operator (+, -, *, /): +

Enter two operands: 22

22

$22.0 + 22.0 = 44.0$

=== Code Execution Successful ===

SUBTRACTION OUTPUT(-)

Enter an operator (+, -, *, /): -

Enter two operands: 100

1

100.0 - 1.0 = 99.0

=== Code Execution Successful ===

DIVISION OUTPUT(/)

Enter an operator (+, -, *, /): /

Enter two operands: 20

5

20.0 / 5.0 = 4.0

=== Code Execution Successful ===

MULTIPLICATION OUTPUT(*)

Enter an operator (+, -, *, /): *

Enter two operands: 33

2

$33.0 * 2.0 = 66.0$

=== Code Execution Successful ===