```
#include<stdio.h>
#include<conio.h>
int main()
{
 int c, a, b, result;
 char option;
 do{
 printf("Calculator:\n");
 printf("1 for addition\n");
 printf("2 for subtraction\n");
 printf("3 for division\n");
 printf("4 for multiplication\n);
 printf("5 for greater than\n);
 printf("6 for less than\n");
 printf("7 for greater than equal to\n");
 printf("8 for less than equal to\n");
 printf("9 for remainder\n");
 printf("10 for equal to\n");
 printf("Enter the choice No.\n");
 scanf("%d", &c);
 printf("Enter 1st no.\n");
 scanf("%d", &a);
 printf("Enter 2nd no.\n");
 scanf("%d", &b);
 switch(c)
   {
  case 1: result = a+b;
          printf("result is %d\n", result);
```

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        break;
case 2: result = a-b;
        printf("result is %d \n";result);
        break;
case 3: result = a/b;
        printf("result is %d \n", result);
        break;
case 4: result = a * b;
        printf("result is %d \n", result);
        break;
case 5: result = (a>b)? a : b;
        printf("%d is greater \n", result);
        break;
case 6: result = (a<b)? a : b;
        printf("%d is lesser \n", result);
        break;
case 7: result = (a>=b)? a : b;
        printf("%d is greater than equals \n", result);
        break;
case 8: result = (a<=b)? a : b;
        printf("%d is less than equals \n", result);
        break;
case 9: result = a % b;
        printf("remainer is %d \n", result);
        break;
case 10: result = a if (a==b)
        printf("%d & %d are equal", a, b);
        break;
```

```
default : printf("wrong input\n");
    }
    printf("Do you want to continue ? (y/n)\n");
    option= getche();
    } while (option == 'y');
    getch();
}
```