

```
#include <stdio.h>
#include <conio.h>
```

```
int main()
```

```
{
```

```
    int 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 2nd no. \n");
```

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

```
    switch(c)
```

```
    {
```

```
        case 1: result = a + b;
```

```
        printf("result is %d \n", result);
```

```
        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:~~

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 equal \n", result);

break;

case 8: result = (a <= b) ? a : b;

printf("%d is less than equal \n", result);

break;

case 9: result = a % b;

printf("remainder is %d \n", result);

break;

case 10: 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 = getch();
```

```
} while(option == 'y');
```

```
getch();
```

```
}
```