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#include <stdio.h>
#include <math.h>
int main()
{
int num1, num2, option;
long long ans;
printf("enter the first number:");
scanf("%d", &num1);
printf("enter the second number:");
scanf("%d", &num2);
printf("\n Input your option:\n");

printf("1-addition\n2-substraction\n3-
multiplication\n4- Division\n
5-check for equal number\n");
printf("6-check for greater number\n
7- check for lower number\n
8-Average\n9-number1^number
2\n10-numbers");
printf("11-exit\n");
scanf("%d", &option);
while(option != 11)
{
switch(option)
{
case 1:
printf("\naddition of %d and %d is
:%d\n", num1, num2, num1
num2);
```

```
case 2:
printf("The subtraction of %d and %d is
    : %d \n", num1, num2, num1 - num2);

case 3:
printf("The multiplication of %d and %d is :
    %d \n", num1, num2, num1 * num2);

case 4:
if (num2 == 0) {
printf("Division not possible \n");
}
else {
printf("The division of %d and %d is %d
    \n", num1, num2, num1 / num2);

case 6:
if (num1 > num2) {
printf("%d is greater than %d \n", num1, num2);
}
else
printf("%d is greater than %d \n", num2,
    num1);
break;

case 7:
if (num1 > num2) {
printf("%d is lesser than %d \n", num2, num1);
}
    break;
```

case 8
printf("average of two numbers is %d\n",
(num1+num2)/2);

Break;
case 9:
ans = pow(num1, num2);
printf("number1^number2 = %d\n", ans);
break;
case 10;
ans = pow(num2, num1);
printf("number2^number1 = %d\n", ans);
break;
default:
printf("Input correct option\n");
break;
}
scanf("%d", &option);
}
printf("you have exited from the
calculator");
return 0;
}