

Divyanshu Thakur
1BM19CS053

```
#include <stdio.h>
#include <conio.h>
#include <math.h>
int main()
```

```
{
```

```
int i, a, b;
```

```
float s;
```

```
printf("Enter 1 for addition : \n");
```

```
printf("Enter 2 for subtraction : \n");
```

```
printf("Enter 3 for multiplication : \n");
```

```
printf("Enter 4 for remainder : \n");
```

```
printf("Enter 5 for greater : \n");
```

```
printf("Enter 6 for smaller : \n");
```

```
printf("Enter 7 for equal : \n");
```

```
printf("Enter 8 for not equal : \n");
```

```
printf("Enter 9 for square : \n");
```

```
printf("Enter 10 for square root : \n");
```

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

```
while(i != 0)
```

```
{
```

```
printf("Enter the two number : \n");
```

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

```
if(i == 1)
```

```
{
```

```
s = a + b;
```

```
printf("%f", s);
```

```
}
```

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else if (j == 2)

{

$s = a - b;$

printf("%f", s);

}

else if (j == 3)

{

$s = a * b;$

printf("%f", s);

}

else if (j == 4)

{

$s = a / b;$

printf("%f", s);

}

else if (j == 5)

{

~~if~~ if (a > b)

printf("%d is greater than %d", a, b);

else

printf("%d is greater than %d", b, a);

}

else if (j == 6)

{

if (a < b)

printf("%d is smaller than %d", a, b);

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 $s = \text{sqrt}(a);$ $\text{printf}(\text{"Square root of \%d is \%f"}, a, s);$ $s = \text{sqrt}(b);$ $\text{printf}(\text{"Square root of \%d is \%f"}, b, s);$

3

 $\text{printf}(\text{"Enter 1 for addition: \n"});$ $\text{printf}(\text{"Enter 2 for subtraction: \n"});$ $\text{printf}(\text{"Enter 3 for multiplication: \n"});$ $\text{printf}(\text{"Enter 4 for remainder: \n"});$ $\text{printf}(\text{"Enter 5 for greater: \n"});$ $\text{printf}(\text{"Enter 6 for smaller: \n"});$ $\text{printf}(\text{"Enter 7 for equal: \n"});$ $\text{printf}(\text{"Enter 8 for not equal: \n"});$ $\text{printf}(\text{"Enter 9 for square: \n"});$ $\text{printf}(\text{"Enter 10 for square root: \n"});$ $\text{printf}(\text{"Enter 0 for exit: \n"});$ $\text{scanf}(\text{"\%d"}, &i);$

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return 0;

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