// Implementing a calculator in

// C# using switch statement.

using System;

using System.Text;

using System.Threading.Tasks;

namespace calculator\_c\_sharp

{

class Program

{

static void Main(string[] args)

{

string value;

do

{

int res;

Console.Write("Enter first number:");

int num1 = Convert.ToInt32(Console.ReadLine());

Console.Write("Enter second number:");

int num2 = Convert.ToInt32(Console.ReadLine());

Console.Write("Enter symbol(/,+,-,\*):");

string symbol = Console.ReadLine();

switch (symbol)

{

case "+":

res = num1 + num2;

Console.WriteLine("Addition:" + res);

break;

case "-":

res = num1 - num2;

Console.WriteLine("Subtraction:" + res);

break;

case "\*":

res = num1 \* num2;

Console.WriteLine("Multiplication:" + res);

break;

case "/":

res = num1 / num2;

Console.WriteLine("Division:" + res);

break;

default:

Console.WriteLine("Wrong input");

break;

}

Console.ReadLine();

Console.Write("Do you want to continue(y/n):");

value = Console.ReadLine();

}

while (value=="y" || value=="Y");

}

}

}