Aim:

You are tasked with developing a C program that performs basic arithmetic operations (addition, subtraction, multiplication, and division) on two numbers.
The program should read two double-precision floating-point numbers as input and perform all four operations, displaying each result formatted to two decimal places. Assume that the second number entered will never be zero.

Input Format:

- The first line of input contains the first double value in the format: "enter number1: <value>"
- The second line of input contains the second non-zero double value in the format: "enter non zero number2: <value>"

Output Format:

- Output the sum of number1 and number2, formatted to two decimal places.
- Output the difference between number1 and number2, formatted to two decimal places.
- Output the product of number1 and number2, formatted to two decimal places.
- Output the quotient of number1 divided by number2, formatted to two decimal places.

Each operation and its result must be displayed in the following format:
$number1\ operator\ number2 = result$

Note: Refer to the visible test cases to strictly match the input and output layout.

Source Code:

calculatior.c

```
#include<stdio.h>
void main(){
   float n1,n2;
   printf("enter number1: ");
   scanf("%f",&n1);
   printf("enter non zero number2: ");
   scanf("%f",&n2);
   printf("%.2f + %.2f = %.2f\n",n1,n2,n1 + n2);
   printf("%.2f - %.2f = %.2f\n",n1,n2,n1 - n2);
   printf("%.2f * %.2f = %.2f\n",n1,n2,n1 * n2);
   printf("%.2f / %.2f = %.2f\n",n1,n2,n1 / n2);
   }
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
enter number1: 2
enter non zero number2: 3
2.00 + 3.00 = 5.00
2.00 - 3.00 = -1.00
2.00 * 3.00 = 6.00
2.00 / 3.00 = 0.67

Test Case - 2
User Output
enter number1: 80
enter non zero number2: 20
80.00 + 20.00 = 100.00
80.00 - 20.00 = 60.00
80.00 * 20.00 = 1600.00
80.00 / 20.00 = 4.00