```
#include<stdio.h>
#include<stdlib.h>
#include<math.h>

void add(float a, float b) {

   printf("\nSum = %f", a+b);

}

void difference(float a, float b) {

   printf("\nDifference = %f", a-b);

}

void quotient(float a, float b) {

   printf("\nQuotient = %f", a/b);

}

void product(float a, float b) {

   printf("\nProduct = %f", a*b);

}

void compare(float a, float b) {

   if(a>b)
```

```
    {printf("\n%f is greater than %f", a,b);}
    else if(a<b)
    {printf("\n%f is greater than %f", b,a);}
    else
    {printf("\nBoth are equal");}

}

void decrement(float a, float b) {

    a--; b--;
            printf("\nAfter Decrementing, numbers are %f and %f", a, b);

}

void root(float a, float b) {

            printf("\nRoot of %f = %f", a, sqrt(a));
    printf("\nRoot of %f = %f", b, sqrt(b));

}

void square(float a, float b) {

    printf("\nSquare of %f = %f", a, a*a);
    printf("\nSquare of %f = %f", b, b*b);
}

void cube(float a, float b) {

    printf("\nCube of %f = %f", a, a*a*a);
```

```
    printf("\nCube of %f = %f", b, b*b*b);
}

void increment(float a, float b) {

        a++;
        b++;
        printf("\nAfter Incrementing, numbers are %f and %f", a, b);

}

int main(){

    float a,b;
    int x;
    printf("Enter two numbers: ");
    scanf("%f", &a);
    scanf("%f", &b);
    do{
        printf("\n*********MENU**********\n");
        printf("\n1. Add");
        printf("\n2. Subtract");
        printf("\n3. Divide");
        printf("\n4. Multiply");
        printf("\n5. Compare the two");
        printf("\n6. Decrement");
        printf("\n7. Square Root");
        printf("\n8. Square");
        printf("\n9. Cube");
        printf("\n10. Increment");
        printf("\n11. Exit");
```

```
        printf("\nSelect an option...");
        scanf("%d", &x);
        switch(x) {
           case 1: add(a,b);
           break;
           case 2: difference(a,b);
           break;
           case 3: quotient(a,b);
           break;
           case 4: product(a,b);
           break;
           case 5: compare(a,b);
           break;
           case 6: decrement(a,b);
           break;
           case 7: root(a,b);
           break;
           case 8: square(a,b);
           break;
           case 9: cube(a,b);
           break;
           case 10: increment(a,b);
           break;
           case 11: exit(1);
           break;
        }

    }while(x >=1 && x <= 11);

    return 0;
}
```

```
Enter two numbers: 2
4

*********MENU**********

1. Add
2. Subtract
3. Divide
4. Multiply
5. Compare the two
6. Decrement
7. Equal to
8. Square
9. Cube
10. Increment
11. Exit
Select an option...5

4.000000 is greater than 2.000000
*********MENU**********

1. Add
2. Subtract
3. Divide
4. Multiply
5. Compare the two
6. Decrement
7. Equal to
8. Square
9. Cube
10. Increment
11. Exit
Select an option...11


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(program exited with code: 1)

Press any key to continue . . .
```