



EXPLORER

... .py

pallindrome.py

digitcount.py

calculator.py

rock paper.py

passwordgenerator.py

OPEN EDITORS 1 unsaved

Ludo-Game-in-Python-master > Ludo-Game-in-Python-master > calculator.py > ...

circle.py

swaping1.py

addandsub.py

shapes.py

on off.py

oddandeven.py

profitandloss.py

peencil.py

function.py

oops.py

oopsno1.py

overload

constructor.py

functiontodo.py

pallindrome.py

digitcount.py

calculator.py Lu...

rock paper.py L...

passwordgenera...

> PYTHON

> OUTLINE

> TIMELINE

```
1 def add(x, y):
2     return x + y
3
4 def subtract(x, y):
5     return x - y
6
7 def multiply(x, y):
8     return x * y
9
10 def divide(x, y):
11     if y != 0:
12         return x / y
13     else:
14         return "Cannot divide by zero"
15
16 # Get user input
17 num1 = float(input("Enter the first number: "))
18 operator = input("Enter the operator (+, -, *, /): ")
19 num2 = float(input("Enter the second number: "))
20
21 # Perform calculation based on the operator
22 if operator == '+':
23     result = add(num1, num2)
24 elif operator == '-':
25     result = subtract(num1, num2)
```






