Create a class name arithmatic with add(), sub(), div(), mul() functions. pass the values as aruments and perform the required operations.

In [7]:
```
class Arithmetic:

    def __init__(self,num1,num2):
        self.num1 = num1
        self.num2 = num2

    def add(self):
        return self.num1+self.num2

    def sub(self):
        return self.num1-self.num2

    def div(self):
        return self.num1/self.num2

    def mul(self):
        return self.num1*self.num2
```

In [8]:
```
a1 = Arithmetic(3,4)
print(f'Sum of numbers: {a1.add()}')
print(f'Difference between numbers: {a1.sub()}')
print(f'Division of numbers: {a1.div()}')
print(f'Product of numbers: {a1.mul()}')
```

```
Sum of numbers: 7
Difference between numbers: -1
Division of numbers: 0.75
Product of numbers: 12
```

In [9]:
```
inp_n1 = int(input("Enter first number: "))
inp_n2 = int(input("Enter second number: "))

a2 = Arithmetic(inp_n1,inp_n2)

print(f'Sum of numbers: {a2.add()}')
print(f'Difference between numbers: {a2.sub()}')
print(f'Division of numbers: {a2.div()}')
print(f'Product of numbers: {a2.mul()}')
```

```
Enter first number: 8
Enter second number: 5
Sum of numbers: 13
Difference between numbers: 3
Division of numbers: 1.6
Product of numbers: 40
```

In [ ]:

Pass the argument directly to the methods of the class

In [10]:
```
class Arithmetic:

    def add(self,num1,num2):
        return num1+num2

    def sub(self,num1,num2):
        return num1-num2

    def div(self,num1,num2):
        return num1/num2

    def mul(self,num1,num2):
        return num1*num2
```

In [14]:
```
a1 = Arithmetic()

print(f'Sum of numbers: {a1.add(3,4)}')
print(f'Difference between numbers: {a1.sub(6,4)}')
print(f'Division of numbers: {a1.div(8,2)}')
print(f'Product of numbers: {a1.mul(2,8)}')
```

```
Sum of numbers: 7
Difference between numbers: 2
Division of numbers: 4.0
Product of numbers: 16
```

In [ ]: