Lab 2 – Calculator

You are going to create a simple calculator that will be able to add, subtract, multiply, divide and compare two integers. You will need to use plenty of ***if*** statements, ***if-else*** statements and ***if-else if*** statements.

* If the user enters an invalid menu choice, e.g. ‘X’, an error message should be displayed and then the program should end.
* You should accept uppercase and lowercase letters for selecting menu options. Note, the following statement doesn’t work:  
  ~~if(choice == ‘a’ || ‘A’)~~you have to write out the full question:   
  if(choice == ‘a’ || choice == ‘A’)
* For all of the operations, the user will need to enter two integers and then you should calculate and display the answer before exiting.
* For the **division** operation, you need to check to see if the user has entered 0 as the divisor. If they have, then display an error message, otherwise display the answer.
* For **comparison**, you should print a message saying whether the first operand is greater than, less than or equal to the second.
* You do NOT have to re-prompt the user if they give you bad input … we’ll add that once we’ve covered repetition in class.
* For **random**, you should initially generate 5 random numbers in the range 13 to 16 and display them to the screen. You will need to copy and paste to repeat the instruction 5 times, since we haven’t yet learned how to formally do repetition. Once you have that working correctly, modify the code to prompt the user for the minimum and maximum numbers in a range and then generate 5 numbers in the range the user has specified.

Here are some sample outputs:







