6/3/24, 8:45 PM Untitled-1.cpp

C:\turboc\Untitled-1.cpp

```
1 # include <iostream>
    using namespace std;
 3
 4
    int main() {
 5
 6
      char op;
 7
      float num1, num2;
8
 9
      cout << "Enter operator: +, -, *, /: ";</pre>
10
      cin >> op;
11
      cout << "Enter two operands: ";</pre>
12
13
      cin >> num1 >> num2;
14
15
      switch(op) {
16
17
        case '+':
          cout << num1 << " + " << num2 << " = " << num1 + num2;</pre>
18
19
          break;
20
21
        case '-':
          cout << num1 << " - " << num2 << " = " << num1 - num2;</pre>
22
23
          break;
24
25
        case '*':
          cout << num1 << " * " << num2 << " = " << num1 * num2;</pre>
26
27
          break;
28
29
        case '/':
          cout << num1 << " / " << num2 << " = " << num1 / num2;</pre>
30
          break;
31
32
33
        default:
34
          // If the operator is other than +, -, \ast or /, error message is shown
35
          cout << "Error! operator is not correct";</pre>
36
          break;
37
      }
38
39
      return 0;
40 }
```