**JAVA CODE FOR ARTHIMETIC CALCULATOR**

**package** phase1;

**import** java.util.\*;

**public** **class** Calculator

{

**public** **static** **void** main(String []args){

**int** a,b,choice;

**float** result=0;

/\*scanner class object to read values\*/

Scanner buf=**new** Scanner(System.***in***);

System.***out***.print("ENTER FIRST NUMBER: ");

a=buf.nextInt();

System.***out***.print("ENTER SECOND NUMBER: ");

b=buf.nextInt();

System.***out***.print("\n1: ADDITION.\n2: SUBSTRACTION.");

System.***out***.print("\n3: MULTLIPICATION.\n4: DIVIDE.");

System.***out***.print("\n5: REMAINDER.\n6: EXIT.");

System.***out***.print("\n ENTER YOUR CHOICE: ");

choice=buf.nextInt();

**switch**(choice)

{

**case** 1:

result=(a+b); **break**;

**case** 2:

result=(a-b); **break**;

**case** 3:

result=(a\*b); **break**;

**case** 4:

result=(**float**)((**float**)a/(**float**)b); **break**;

**case** 5:

result=(a%b); **break**;

**default**:

System.***out***.println("AN INVALID CHOICE!!!\n");

}

**if**(choice>=1 && choice<=5)

System.***out***.println("RESULT IS: " + result);

}

}