```c
/*

Uge 3 opgave 2
This is a simple calculator taking two numbers and multiply or add them
    together.
Gruppe "taem awesome" (ja det er stavet forkert med vilje)
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*/

#include <stdio.h>
#include <math.h>

int main (void){

  //Declare variables
  printf("Welcome to the calculator!\n");

  double tal1;
  double tal2;
  double res;


  // User input
  printf("Input first number: ");
  scanf(" %lf", &tal1);

  printf("Input second number: ");
  scanf(" %lf", &tal2);

  printf("%.2lf\n", tal1);
  printf("%.2lf\n", tal2);

  printf("Should they be:\n1: Added together? \n2: Or multiplied?\n");

  // To excercise in the functionality of enums...
  enum brugerValg {intet, multiplied, added};
  enum brugerValg currentValg = intet;

  while (currentValg != multiplied && currentValg != added){
    int valg;
    scanf(" %d", &valg);

    // Training the use of enums...
    if (valg == 1){
      currentValg = added;
    } else if (valg == 2) {
      currentValg = multiplied;
    } else {
      printf("Wrong answer try again!\n");
    }
  }

  // Doing the calculations
  switch (currentValg) {
    case added:
      res = tal1 + tal2;
      break;
    case multiplied:
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        res = tal1 * tal2;
        break;
    case intet:
        break;
    }

    // Print result
    printf("%.2lf\n",res);

    return(0);

}
```