OOJ

PRACTICALS

OBSERVATION BOOK

WEEK-1

Q1)

```
#include <stdio.h>
#include <math.h>
int main()
{
    float num1, num2, result;
    int op, i, j; result_char;
    i=0;
    while (i).
{
    printf ("\n The operation to perform \n");
    printf (" Addition : '1' \n");
    printf (" Substraction : '2' \n");
    printf ("Multiplicatin : '3' \n");
    printf ("Division : '4' \n");
    printf (" Greater than : '5' \n");
    printf (" Greater than or equal to : '6' \n");
    printf ("Less than : '7' \n");
    printf (" Power : '9' \n");
    printf (" square root : '10' \n");
    printf (" Exit : '0' \n");
    printf (" Enter your Reponse : ");
    scanf ("%d" & op);
```

```
if (op == 0)
{ printf ("\n Thank you for using calculator \n");
  printf ("Exiting....");
   break;
}
  else if (op == 10)
{
   printf ("\n Enter the Number : ");
   scanf ("%f", &num1);
   result = sqrt (num1);
   printf ("Result = %f", result);
   continue;
}
   printf ("\n Enter the first number = ");
   scanf ("%f", &num1);
   printf ("Result = %f", result);
   continue;
}
   printf ("\n Enter the first number = ");
   scanf ("%f", &num1);
   printf ("\n Enter the second number = ");
   scanf ("%f", &num2);
   switch (op)
{
```

```
case 1 :
result = num1 + num2;
break ;
case 2 :
result = num1 - num2;
break ;
case 3 :
result = num1 * num2 ;
break ;
case 4 :
result = num1 / num2 ;
break ;
case 5 :
result = char = num1 > num2 ;
break ;
case 6 :
result = char = num1 >= num2 ;
break ;
case 7 :
result = char = num2 > num1 ;
break ;
case 8 :
result = char = num2 >= num1 ;
break ;
case 9 :
result = pow (num1, num2);
```

```
break;
if (op >= 5 && op <= 8)
{
  if (result - char == 0)
{
  printf ("1. Result : False\n");
}
else
{
   printf ("Result = %f \n", result);
  }
}
 return 0;
}
```