```
#include<stdio.h>
#include<math.h>
Void main()
{
   int a, b, c=1;
printf("Enter the first number");
    scanf("%d", &a);
printf("Enter the second number");
    scanf("%d", &b); while(c!=0)
printf("Enter your choice"); {
  printf("1-Addition \n 2-Substraction \n
      3-Multiplication \n 4-Division");
printf("5-Greatest of nos \n 6-Smallest of nos
  \n 7- If equal \n 8- Not equal \n
  9-modulus \n 10- power");
    scanf("%d", &c);
  switch(c)
    {
  case 1: ;
      int s = a+b;
    printf("%d", s);
      break;
  case 2: ;
      int s = a-b;
    printf("%d, s);
      break;
  case 3: ;
      int m = a * b;
    printf("%d", m);
      break;
  case 4: ;
      int d = a/b;
    printf("%d", d);
```

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        break;
    case 5:
        if (a>b)
        printf ("%d", a);
        else
        printf ("%d", b);
        break;
    case 6:
        if (a < b)
        printf ("%d", a);
        else
        printf ("%d", b);
        break;
    case 7:
        if (a == b)
        printf ("The numbers are equal");
        break;
    case 8:
        if (a != b)
        printf ("Numbers not equal");
        break;
    case 9:
        int d = a % b;
        printf ("%d", d);
        break;
    case 10:
        int r = paw (a, b);
        printf ("%d", r);
        break;
    case 11:
        printf ("Thank You");
        break;
    default:
        printf ("Enter correct choice");
```