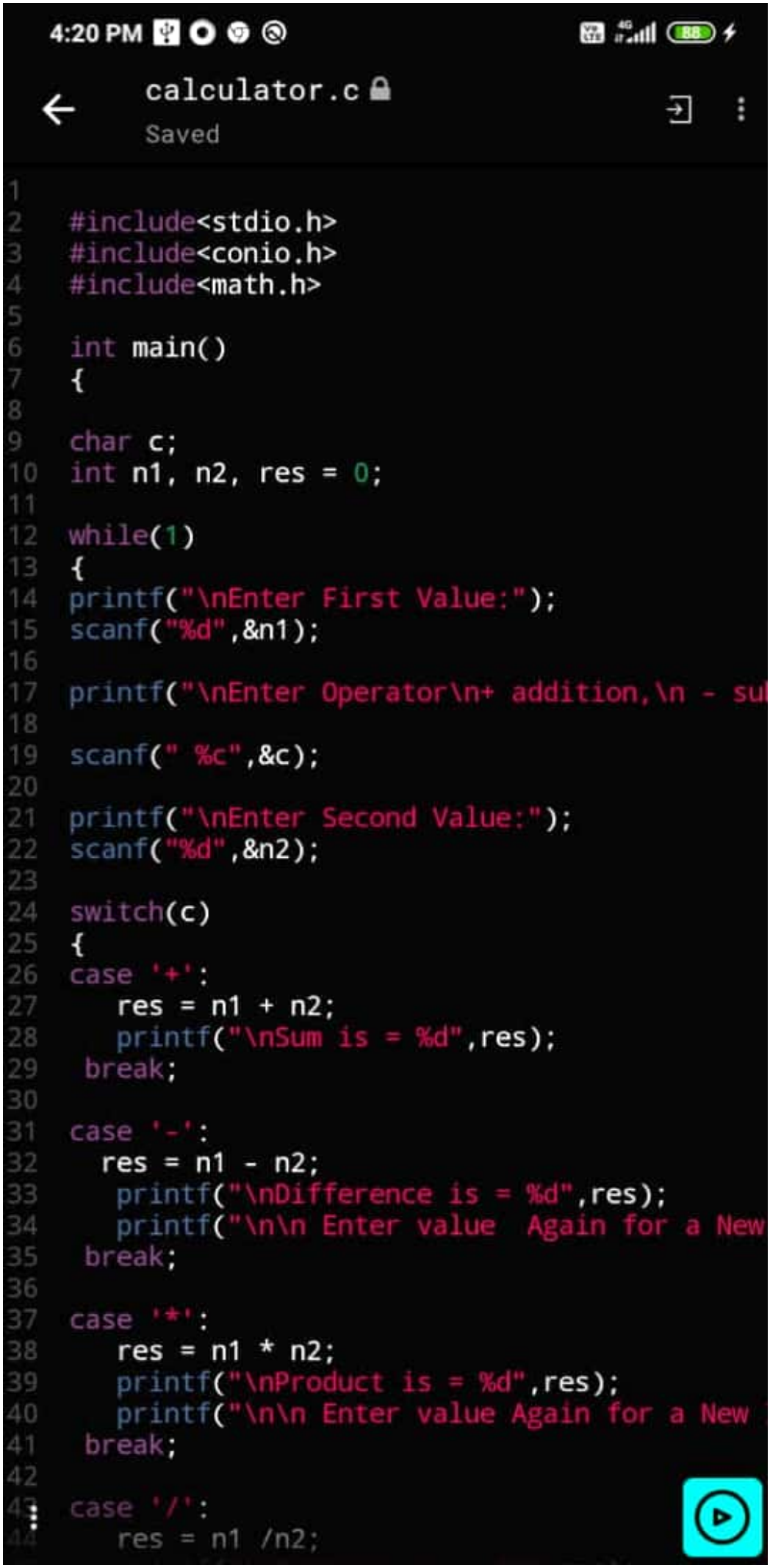

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```
case '/':
   res = n1 /n2;
   printf("\nQuotient is = %d",res);
   printf("\n\n Enter value Again for a New
 break;

case 'r':
   res = n1 % n2;
   printf("\nReminder is = %d",res);
   printf("\n\n Enter value Again for a New
    break;

 case '>':
 if(n1>>n2)
 {
 printf("yes");
 }
 else{
      printf("\n\nNo");
       printf("\n Enter value Again for a Ne
 }
  break;

 case '<':
 if(n1>>n2)
 {
 printf("no");
 }
 else{
      printf("\n\nyes");
     printf("\n Enter value Again for a New
 }
  break;

 case '=':
 if(n1==n2)
 {
 printf("yes");
 }
 else{
      printf("\n\nno");
     printf("\n Enter value Again for a
 }
```

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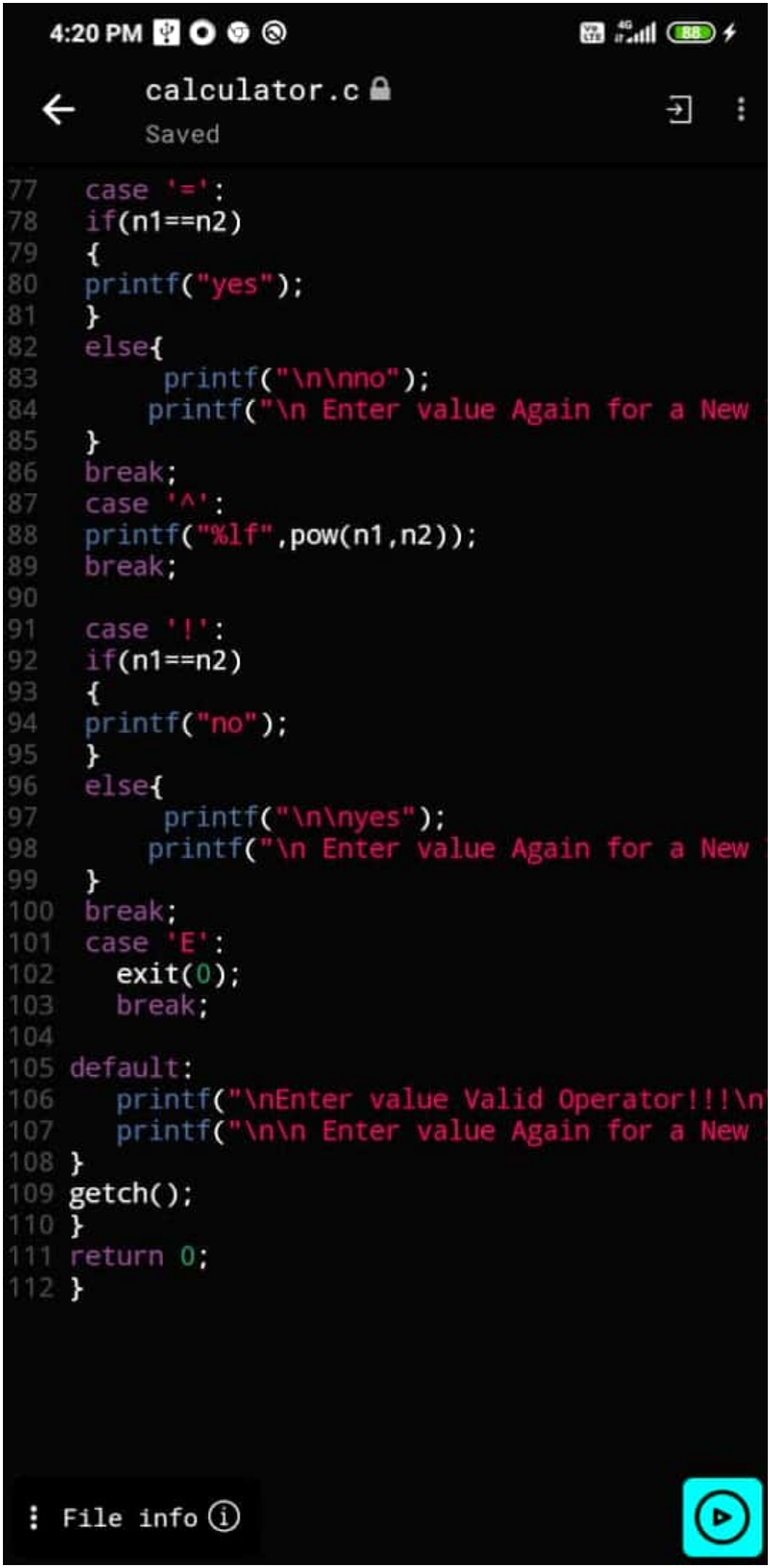


```c
case '=':
if(n1==n2)
{
printf("yes");
}
else{
     printf("\n\nno");
    printf("\n Enter value Again for a New
}
break;
case '^':
printf("%lf",pow(n1,n2));
break;

case '!':
if(n1==n2)
{
printf("no");
}
else{
     printf("\n\nyes");
    printf("\n Enter value Again for a New
}
break;
case 'E':
  exit(0);
  break;

default:
   printf("\nEnter value Valid Operator!!!\n
   printf("\n\n Enter value Again for a New
}
getch();
}
return 0;
}
```

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```
Enter First Value:5

Enter Operator
+ addition,
 - subtraction,
 * multiplication,
 / division ,
 r remainder ,
 ^ num1( power)num2 ,
 < less than ,
 > greater than,
 = equal to,
 ! not equal to,
 E TO EXIT *

Enter Second Value:6

Product is = 30

 Enter value Again for a New Input

Enter First Value:
```

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