using System;

namespace Calculator

{

class Program

{

static void Main(string[] args)

{

int num1 = 0;

int num2 = 0;

Console.WriteLine("Type a number, and then press Enter");

num1 = Convert.ToInt32(Console.ReadLine());

// Ask the user to type the second number.

Console.WriteLine("Type another number, and then press Enter");

num2 = Convert.ToInt32(Console.ReadLine());

switch (Console.ReadLine())

{

case "a":

Console.WriteLine($"Your result: {num1} + {num2} = " + (num1 + num2));

break;

case "s":

Console.WriteLine($"Your result: {num1} - {num2} = " + (num1 - num2));

break;

case "m":

Console.WriteLine($"Your result: {num1} \* {num2} = " + (num1 \* num2));

break;

case "d":

Console.WriteLine($"Your result: {num1} / {num2} = " + (num1 / num2));

break;

}

Console.Write("Press any key to close the Calculator console app...");

Console.ReadKey();