```cpp
#include <iostream>
#include <cstring>
using namespace std;

class calculator.
{
    int num1, num2;

Public:
    calculator()
    {
    }
    void calculate()
    {
        String chk = "yes"
        String op;
        while (chk == "yes")
        {
            cout << "select an operator?";

            cin >> op;
            cout << "enter two numbers";

            cin >> num1 >> num2;

            if (op == "+")
            {
                cout << "sum of " << num1 << "and " << num2
                << "is " << num1 + num2 << endl;
            }
```

```cpp
if (OP == "-")
{
    cout << "Difference of " << num1 << "and" << num2
         << "is" << num1 - num2 << endl;
}
if (OP == "*")
{
    cout << "multiplication of " << num1 << "and",
         << num2 << "is" << num1 * num2 << endl;
}
if (OP == "/")
{
    cout << "Division of " << num1 << "and" << num2
         << "is" << num1 / num2 << endl;
}
if (OP == "%")
{
    cout << "Remainder of " << num1 << "and" << num2
         << "is" << num1 % num2 << endl;
}
cin >> chk;
}
}
~ calculator ()
{
    cout << "Destructor called" << endl;
}
};
int main (int argc, const char *argv[]) {
    Calculator c1;
    c1.Calculate();
    return 0;
}
```