

**EXPERIMENT NO: 2**

**TITLE:** Develop a program to solve simple computational problems using arithmetic expression and use of each operator leading to simulation of a commercial calculator. (No built-in math function)

**PROGRAMME:**

```
#include <stdio.h>
void main()
{
int num1, num2;
char op;
printf("Enter an expression\n");
scanf("%d%c%d",&num1,&op,&num2);
switch(op)
{
case '+': printf("%d\n",num1+num2);
break;
case '-': printf("%d\n",num1-num2);
break;
case '*': printf("%d\n",num1*num2);
break;
case '/': if(num2==0)
{
printf("Divide by zero error\n");
break;
}
printf("%f\n",(float)num1/num2);
break;
case '%': if(num2==0)
{
printf("Divide by zero error\n");
break;
}
printf("%d\n",num1%num2);
break;
default : printf("Invalid expression\n");
}
}
```

**OUTPUTS:**

- Enter an expression  
4+7  
11
- Enter an expression  
4-7  
-3
- Enter an expression  
4\*7  
28
- Enter an expression  
4/7  
0.571429
- Enter an expression  
4/0

Divide by zero error

- Enter an expression

4%7

4

- Enter an expression

4%0

Divide by zero error

- Enter an expression

4@7

Invalid expression

## **ALGORITHM:**

### **STEP 1: Start**

### **STEP 2: Read num1, op and num2**

**STEP 3:** if (op = '+')  
    display num1+ num2  
    **goto STEP 9**

**STEP 4:** if (op = '-')  
    display num1- num2  
    **goto STEP 9**

**STEP 5:** if (op = '\*')  
    display num1\* num2  
    **goto STEP 9**

**STEP 6:** if (op = '/')  
    check (num2 == 0)  
    if yes display divide by zero error  
    **goto STEP 9**  
    if no display num1/ num2  
    **goto STEP 9**

**STEP 7:** if (op = '%')  
    check (num2 == 0)  
    if yes display divide by zero error  
    **goto STEP 9**  
    if no display num1% num2  
    **goto STEP 9**

**STEP 8:** if (no match) display Invalid Expression

**STEP 9: Stop**

## FLOWCHART:

