FOR GITHUB

Write a program that simulates a simple calculator, it reads two integers and a character if the character displayed is + then sum is displayed and the same goes for difference and quotient. Use a switch statement.

Sample answer

#include <stdio.h>

#include <stdlib.h>

int main()

{

int choice;

int sum,quotient,difference,a,b;

printf("Menu Operations \n");

printf(" 1 sum\n");

printf(" 2 difference\n");

printf(" 3 quotient\n");

printf("Enter Choice\n");

scanf("%d",&choice);

switch(choice)

{ case 1:

printf(" Enter numbers a and b");

scanf("%d%d",&a,&b);

sum= a+b;

printf("the sum is %d\n ",sum);

break;

case 2:

printf(" Enter numbers a and b");

scanf("%d%d",&a,&b);

difference= a-b;

printf("the difference is %d\n ",difference);

break;

case 3:

printf(" Enter numbers a and b");

scanf("%d%d",&a,&b);

quotient= a/b;

printf("the quotient is %d\n ",quotient);

break;

default :

printf("INVALID ENTRY\n");

}

return 0 ;

}

#include <stdio.h>

#include <stdlib.h>

int squared (int i);

int cubed (int s);

int main ()

{

int m,square,cube;

printf("Number\tSquare\tCube\n");

for ( m=5;m<=100;m++)

{ if (m%8 == 0)

printf(" %d is a multiple of 8 with square %d and cube %",m,square,cube);

}

int squared (int i)

{

return ( i\*i);

}

int cubed (int s )

{

return ( s\*s\*s);

}

}