## **Arithmetic Calculation-case**

#include <stdio.h>

int main() {

int num1, num2;

char op;

float result;

scanf("%d", &num1);

scanf("%d", &num2);

scanf(" %c", &op);

switch(op) {

case '+':

result = num1 + num2;

printf("Addition of two number is %.1f\n", result);

break;

case '-':

result = num1 - num2;

printf("Subtraction of two number is %.1f\n", result);

break;

case '\*':

result = num1 \* num2;

printf("Multiplication of two number is %.1f\n", result);

break;

case '/':

if (num2 != 0) {

result = (float)num1 / num2;

printf("Division of two number is %.1f\n", result);

} else {

printf("Cannot divide by zero\n");

}

break;

case '%':

if (num2 != 0) {

result = num1 % num2;

printf("Modulo of two number is %.1f\n", result);

} else {

printf("Cannot perform modulo by zero\n");

}

break;

default:

printf("Invalid Input\n");

}

return 0;

}