```
#include
#include
int main()
{

char flag;
int num1, num2, result = 0;

while(1)
{
printf("\nEnter First Value:");
scanf("%d",&num1);

printf("\nEnter Operator\n+ (addition), \n -
(subtraction), \n * (multiplication), \n  /
(division)  \n % (remainder)  \n ^ (num1(to
the power)num2)  \n < (less than?)  \n >
(greater than?), \n = (equal to?), \n  (not
equal to?)\n\n");

scanf(" %c",&flag);

printf("\nEnter Second
```

```
Value:");
scanf("%d",&num2);

switch(flag)
{
case '+':
result = num1 + num2;
printf("\nSum is = %d",result);
break;

case '-':
result = num1 - num2;
printf("\nDifference is = %d",result);
printf("\n\n Enter value Again for a New
Input\n");
break;

case '*':
result = num1 * num2;
printf("\nProduct is = %d",result);
printf("\n\n Enter value Again for a New
Input\n");
break;
```

```
case '/':
result = num/ hum2;
printf("\n2uotient is = %d",result);
printf("\n\n Enter value Again for a New
Input\n");
break;

case '%':
result = num/ % num2;
printf("\nReminder is = %d",result);
printf("\n\n Enter value Again for a New
Input\n");
break;

case '>':
if(num/>>num2)
{
printf("yes");
   }
else{
printf("\n\nNo");
printf("\n Enter value Again for a New
```

```
Input\n");
    }
break;

case '<':
if(num1>>num2)
{
printf("no");
    }
else{
printf("\n\nyes");
printf("\n Enter value Again for a New
Input\n");
    }
break;

case '=':
if(num1==num2)
{
printf("yes");
    }
else{
printf("\n\nno");
```

```
printf("\n Enter value Again for a New
Input\n");
   }
break;
case '^':
printf("%lf",pow(num1,num2));
break;

case '!':
if(num1==num2)
{
printf("no");
   }
else{
printf("\n\nyes");
printf("\n Enter value Again for a New
Input\n");
   }
break;

default:
printf("\nEnter value Valid
Operator!!!\n");
```

```
printf("\n\n Enter value Again for a New
Input\n");
}
getch();
}
return 0;
}
```