```c
1: #include <stdio.h>
2: // Menu V1 - SkeletonCode
3: // Author: Kleanthis Thramboulidis
4: #define TERMINATE          0
5: #define INSERT_NUMBERS     1
6: #define ADD                2
7: #define SUB                3
8: #define MUL                4
9:
10: int menu(void);
11: void insertNumbers(void);
12: void add(void);
13: void sub(void);
14: void mul(void);
15:
16: int num1, num2, result;
17:
18: void main(){
19:     int selectedOp;
20:
21:     printf("Menu V1 - SkeletonCode\n\n");
22:     selectedOp=menu();
23:     while(selectedOp!= TERMINATE){
24:         switch(selectedOp){
25:             case INSERT_NUMBERS :
26:                 insertNumbers();
27:                 break;
28:             case ADD :
29:                 add();
30:                 break;
31:             case SUB :
32:                 sub();
33:                 break;
34:             case MUL :
35:                 mul();
36:                 break;
37:             default :
38:                 printf("Operation is not supported\n");
39:                 break;
40:             }
41:         selectedOp=menu();
42:         }
```

```c
43:        printf("Menu V1 terminated\n");
44: }
45:
46: int menu(void){
47:        int choice;
48:
49:        printf("\n\n----------MENU--------------\n");
50:        printf("0 - TERMINATE\n");
51:        printf("1 - INSERT NUMBERS\n");
52:        printf("2 - ADD\n");
53:        printf("3 - SUB\n");
54:        printf("4 - MUL \n------------------------------\n");
55:        printf("Select operation:");  //use getInt()
56:        scanf("%d",&choice);
57:        return (choice);
58: }
59:
60: void insertNumbers(void){
61:        printf("insertNumbers executed\n");
62: }
63:
64: void add(void){
65:        printf("add  executed\n");
66: }
67:
68: void sub(void){
69:        printf("sub  executed\n");
70: }
71:
72: void mul(void){
73:        printf("mul  executed\n");
74: }
75:
```