Create a program that has a file called calc.py that is located in a folder named lib.

Your program must create one calculator object then ask users for numbers and operators. After that, call the appropriate function in the class, after that your program must display the answer. Your program must keep loop until the user presses Ctrl+C(KeyboardInterrupt) to quit. Once the user presses Ctrl+C display the message “Shutting down calculator”. In your \_\_init\_\_ function, you must display the message “Starting calculator”

Your class must not take any parameters. Your class must also have a list named log that will store every input and answer that the user inputs, and your program must display that log when the calculator is shutting down. Each function in your class must take two parameters.

Congratulation, you are now an OOP programmer, and from now on, every program we write will be OOP, even if it doesn’t have to be. Programming is much organized, easier, and fun when using OOP.