Display (interface)
 + SendInput (Void) : String
 + DisplayOutput (String) : Void

Console : public Display

GUI : public Display

Calculator
 + Calculator ()
 + Calculator (Display&)
 + Calculator (Tokenizer&)
 + Calculator (Display&, Tokenizer&)

 + run () : string (Virtual)
    ↳ Tokenizer
    ↳ PostFix Processor
    ↳ PostFix Evaluator
 + ~Calculator
    ↳ if Display not usr generated
       ↳ delete Display

Tokenizer

+ Process(string): Queue
  ↳ Abstract

Token

- type

+ getType(): enum

:+ setType(enum): void

+ Token(type)

Number

- Value

+ getValue(): double

+ setValue(double): void

Operator

+ evaluate(token&, Token&) = 0

Hello :)

Post Fix Processor

+ process (Queue &): Stack &

Post Fix Evaluator

+ evaluate (Stack &): Token &

Both should be static

GuI : public Display
- Window : Window&
- Button : Vector<Button&>
- Screen : Screen&
+ Send input()
+ recieve Output()
- onButtonPress()
- waitLoop