ABSTRACT

Project approach study is the natural way to present technology in an attractive manner. Initially, young students have limited knowledge and experience in design or construction of a product. In the presented learning module, we use is developer, we use visual basic to code in this calculator, this calculator is helpful to do simple arithmetic operations it is easy to develop and easy to use.

PROBLEM STATEMENT:

Build a calculator program that can allow user to select the specific arithmetic operation from the menus provided by the

program. Initially, this program will displays a main menu to choose the calculator type.

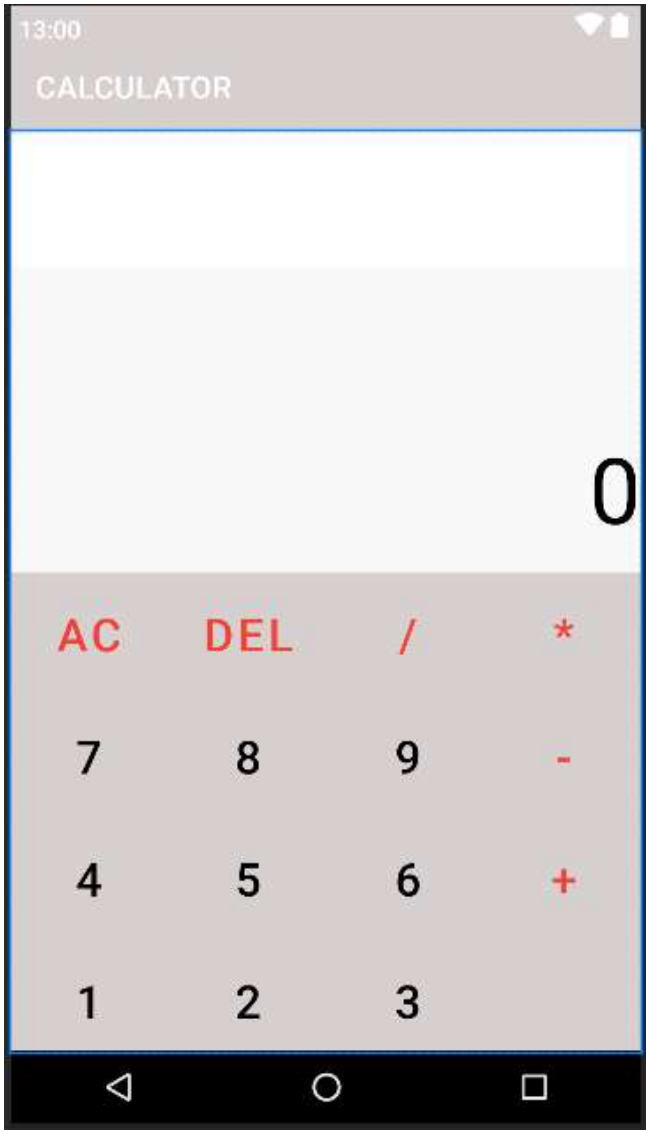
If a user chooses Standard calculator, then a menu appears for standard calculator option. If the user chooses Scientific calculator, then menu appears for scientific calculator options and the last option to

Quit Continue from the program. In standard calculator, users are able to select the option for addition, subtraction, multiplication and division process, whereas in scientific calculator, the options are power, factorial, square root.

Calculator

A calculator is an electronic device which is used to solve mathematics problems which are being faced by us in our daily life. Most of the calculators perform addition, subtraction, multiplication and division. Some also do square root moreover complex calculator can help us to draw functional graph. There many different ways to solve mathematical problems using the calculator.

INTERFACE



NEED

A calculator is used for making calculations easier.

Many times in scientific and mathematical calculations involving complex operations with complicated numbers the calculation is not feasible because it will take a lot of time and there are many chances of errors when done manually!

Calculators perform this very task with absolutely no errors and ease our life.

Also people howsoever strong in calculations (usually) use calculators in everyday life to save their time and for accurate answers.

The use of a calculator has to be taught to students sometimes, students who can use mental methods might find the aspects of calculator work problematic, as their methods will not easily relate to the function buttons available to them. The language of maths needs to be explored so that the students can work out which button to press. For example to find 20% of 360, it will help to ask 'what does the percent mean?' % means out of 100, so 20% means 20 out of 100. How do we put this into a calculator ? We do the sum of 20 divided by 100 equals 0.2. Now we times by 360 because in 20% of 360 is required. 0.2 x 360 = 72, so 20% of 360 = 72.

STUDY OF PRE EXISTING SOLUTION:

Various apps are available in today's time that are used for calculations to make our work easy but are complex to understand and use. Common people face difficulty in using those already available and accessible platforms.

COMPARISON OF NEED WITH EXISTING SOLUTION:

As calculator is the basic requirement in every business because of existance of finance, therfore calculator is necessary. But existing solutions are complex to understand for common people. Calculator is accessible and easy to use as it gives simple commands to user.

IDENTIFY THE REQUIRED SPECIFICATIONS:

A 64-bit environment is required for Android 2.3. At least 250GB of free disk space to check out the code and an extra 150 GB to build it. At least 16 GB of available RAM is required, but Google recommends 64 GB.

RELATED SOFTWARE / HARDWARE:

The software/platform used to build this app is Android Studio. This app is build using Java language.