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My project is a simple calculator that accepts input from a user regarding the area or perimeter of certain shapes. After accepting the user’s input, the calculator will define the calculation based on the input provided. The calculator is able to determine if certain aspects of the input are impossible and reset the program if necessary.

This has been a great learning experience for me, as it is one of the first “actual” programs I’ve created. It taught me the fundamentals of developing with inheritance and polymorphism. The nature of the project provided excellent practice for me regarding various variable types and exception handling. The other prevalent aspect of the program is its use of polymorphism through linking other cs files in order to provide functionality to the shell itself by use of mathematical equations for area and perimeter.

When approaching the project, the first problem I encountered was simply “How should I go about combining mathematical functionality and program design?” A series of StackOverflow forums swiftly gave me several credible ideas about which steps should come first. The generic system collections proved to be very helpful throughout.