export class Calculator {

/\*\*

\* The contents of the calculator's LCD display.

\*/

screenContents: string;

/\*\*

\* The result of the last operation if `repeat` is `false`, or the second

\* argument of the last operation if `repeat` is `true`.

\*/

lastOpArg: number;

// Rest of the code remains unchanged...

}

1. displayContents: The original name lcd might not be immediately clear to someone unfamiliar with the codebase. By renaming it to displayContents, it becomes more clear that this field stores the content shown on the calculator's screen.

2.lastArgument: The original name arg is quite ambiguous and does not provide enough context about its purpose. By renaming it to lastArgument, we can understand that this field holds the value of one of the last arguments used in an operation. The comment above it can be shortened to simply mention that it is the second argument of the last operation, which should be clear from the name.

With these updated names, the comments can be shortened while still maintaining code clarity. The code will be more readable and self-explanatory. Following consistent naming conventions in the rest of the codebase ensures that the new names fit well with the existing style.