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**CS 465**

To start off we create a dynamic calculator object, which the constructor initializes the class loader and defines the document listeners that will call the getResult() everytime it detects a change in the user interface.

Focusing on the getResult method, it first gets two first inputs and converts them to floats, and from there calls to the getOperation method in order to get the operation to be done from the symbol coming from the display window. The getOperation method is the one that calls the loadClass method. Each call to the load method leads to a call to the findClass method. Findclass method is going to compare the symbols used in the window display with the DynCalculator.properties file to lead to the correct operation class to perform, otherwise it will give an error message, using findClass method. After that getOperation will return the operation object. The operation is calculated with operation.calculate by the class assigned by the operation symbol, and returned to be displayed.