Python Calculator Project

Introduction

- **Python** is an interpreted, object-oriented, high-level programming language with dynamic semantics. Its high-level built in data structures, combined with dynamic typing and dynamic binding, make it very attractive for Rapid Application Development, as well as for use as a scripting or glue language to connect existing components together. Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance.
- Python supports modules and packages, which encourages program modularity and code reuse. The Python interpreter and the extensive standard library are available in source or binary form without charge for all major platforms, and can be freely distributed.

Introduction

- **Calculator** is something used for making mathematical calculations, in particular a small electronic device with a keyboard and a visual display.
- A calculator is a device that performs arithmetic operations on numbers. The simplest calculators can do only addition, subtraction, multiplication, and division. More sophisticated calculators can handle exponent in operations, roots, logarithms, trigonometric functions and hyperbolic functions. Internally, some calculators actually perform all of these functions by repeated processes of addition.

How do you use my python calculator?

- Input the first number and operator.
- Input the second number
- Calculate the result (press the = key)
- Display the result.

Working

- The calculator uses some important concepts which are similar to programming. It has input (the numbers 9 and 4) – these are called variables. Variables are held in temporary storage.
- The calculator used an operator (/) divide.
- The calculator used an assignment operator (=).
- In Python programming this does not mean equals.
- Equals is written (==). a == 7, this means a has the same value as 7 and this a = 7, this means assign the value of 7 to a.

User Interface

- The calculator program will add up two numbers and then return the answer to the screen.
- Extend your code so that it now multiplies, subtracts and divides the two numbers and displays the answer to each calculation on the screen at the same time.
- Allowing the user to input the two numbers to be used in the calculations also the user to input which arithmetic operator they want to use and allow the user to enter floating point numbers and display the result in decimal places.

USES

- It is easy to understand
- Low refresh rate.
- Easy to use.
- Mathematically correct.

Thank You