

## Assignment 1

By using the Flutter widgets and Dart programming language, design and implement a simple calculator mobile application as shown in Figure 1.

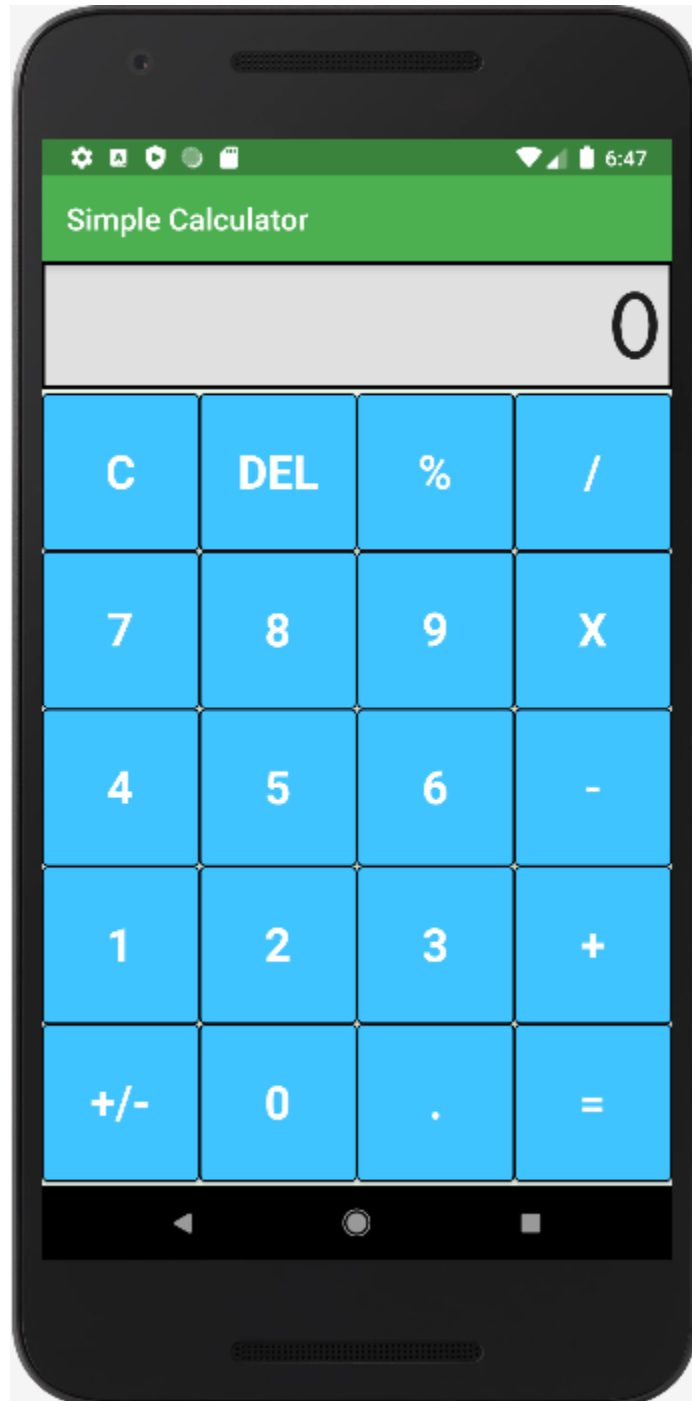


Figure 1: A simple calculator mobile App.

The design of the App must be as same as shown in Figure 1. In the upper section of the calculator App, a screen for presenting the operations and results is existed. Furthermore, in the lower section of the calculator App, there is a set of 20 buttons. Table 1 shows each button and its operation and description.

Table 1: description for each button in the calculator App

Caption	Operation	Description
0	Digit 0	Add digit 0 to the screen
1	Digit 1	Add digit 1 to the screen
2	Digit 2	Add digit 2 to the screen
3	Digit 3	Add digit 3 to the screen
4	Digit 4	Add digit 4 to the screen
5	Digit 5	Add digit 5 to the screen
6	Digit 6	Add digit 6 to the screen
7	Digit 7	Add digit 7 to the screen
8	Digit 8	Add digit 8 to the screen
9	Digit 9	Add digit 9 to the screen
.	Decimal Point	Add a decimal point to the current number. Only one decimal point is allowed for each number and at least one digit before and after the point must be entered
+/-	Positive/Negative	Add a sign to the current number. Only one sign is allowed for each number. If the current number is positive and the user presses the button, the number will be negative with a negative sign (-). Otherwise, the number will be positive but without a positive sign (+)
+	Summation	Add a symbol + to the screen
-	Subtraction	Add a symbol - to the screen
X	Multiplication	Add a symbol X to the screen
/	Division	Add a symbol / to the screen
%	Modulus	Add a symbol % to the screen

=	Equal	Perform the current arithmetic operation and present the result in the screen
DEL	Delete	Delete one right-most digit from the string in the screen
C	Clear	Clear the screen and reset all operations by presenting 0 in the screen