#include "Calculator.h"

float Calculator::add(float x, float y)

{

return 0;

}

float Calculator::subtract(float x, float y)

{

return 0;

}

float Calculator::multiply(float x, float y)

{

return 0;

}

float Calculator::divide(float x, float y)

{

return 0;

}

int Calculator::factorial(int x)

{

return 0;

}