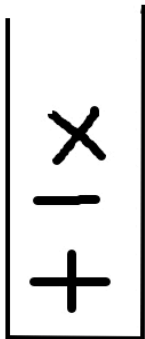
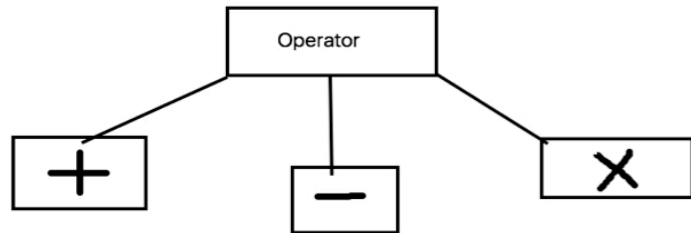


Every operator will have an execute class, and when called will execute specifically to its object that we create using the hashmap to detect the token being parced through the expression

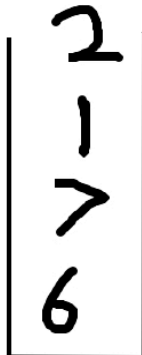
ex.

```
Class Add{
  Exectute(int x1, int x2){
    return x1+x2;
  }}

```



Operator Stack



Operand Stack

Key	Hash Map
"+"	Make new Add opbject
"-"	Make new subtraction object
"X"	Make new mulitplication object

*Note that the Operator Class is Abstract

This allows us to create an abstract method "Execute" which every class that extends Operator must implement. This will help us utilize polymorphism when executing each Operator with each pair of Operand's.