

PHASE 1-PRACTICE PROJECT

Arithmetic Calculator.:

Creating an arithmetic calculator in programming involves designing a system that can perform basic mathematical operations such as addition, subtraction, multiplication, and division. In Java, for instance, one might implement a simple calculator using user input, mathematical operations, and appropriate control structures. The program typically prompts the user to enter two numbers and select an operation, after which it performs the chosen calculation and displays the result. This process requires the use of variables, user input handling, and conditional statements. By incorporating functions or methods for each operation, the code becomes modular and easier to maintain. A well-designed arithmetic calculator not only provides accurate results but also offers a user-friendly interface, guiding individuals through the input and output processes, making it a practical tool for various applications.