

Outlab3 – Calculator

Due: submit by midnight, Feb 26

Objective

For this out lab, you will need to write your own Calculator application. You should design a simple GUI (graphic user interface) for the calculator using the Swing components that you have used before (buttons, textfields, etc).

The calculator should let the user enter a string like $(1+2) * 3$. When user presses the "=", then it should evaluate the expression entered.

In order to evaluate the in-fix expression entered by the user you will need to first convert it to a post-fix expression. You should use the supplied InfixToPostfix class (on D2L) and just its convert method. Once you have the postfix expression you can use the simple stack based approach to evaluate (discussed in class).

There should also be a "clear" button to clear the display.

Required (20 pts)

- A functioning graphical calculator.

Optional (2 bonus pts)

- Add error checking and handling so that if a bad input string is entered (unbalanced parentheses, non-numbers, etc.) then "Error: bad input" is displayed.

What to Turn In

Use D2L to submit your Netbeans project. Running the main method in the project should launch your program.