Class Calculator main{

Layout = new CalculatorLayout

Layout.main(null);

}

Class Calculator Layout{

Borderpane layout = new Borderpane

Arraylist<button> Numpad = alla knappar

main{launch}

Start{

Button creator ()

Ge layouten width, height

primarystage set layout

primary stage show

layout.settop = (textInput(null))

layout.setCenter = borderpaneCenter()

}

public void button creator(){

Char array med alla tecken på miniräknaren

count = 0

for(char t : char array){

char temporary = char array[count]

String temporary string = stringvalueof temporary

Button temp = new Button(temporary string)

När man klickar temp så ska { OutputClass.TextOutput }

ge knappen width och height

Arraylistan numpad.add temp

count ++

}

hbox textInput(String input){

Hbox hbox = new hbox

TextField input = new Textfield (classen output)

Ge text field height och width

hbox get children input

return hbox

}

}

}

Class Calculator Output{

Calculator layout Layout = new Calculator layout

Calculator Calculations calculations = new Calculator Calculations

public text output(String input, String Textfield current data){

Switch (input){

case +:

Layout.textfield input(calculations.addition(input,textfield current data))

case -:

case x:

case ÷:

default:

String output = Textfield current data + input

}

Class Calculator Calculations{

public String class addition(String input,String current data){

String result = input to double + current data to double

return result

}

public String subtraction(String input,String current data){

}

}

layout.textfieldInput()

}

}