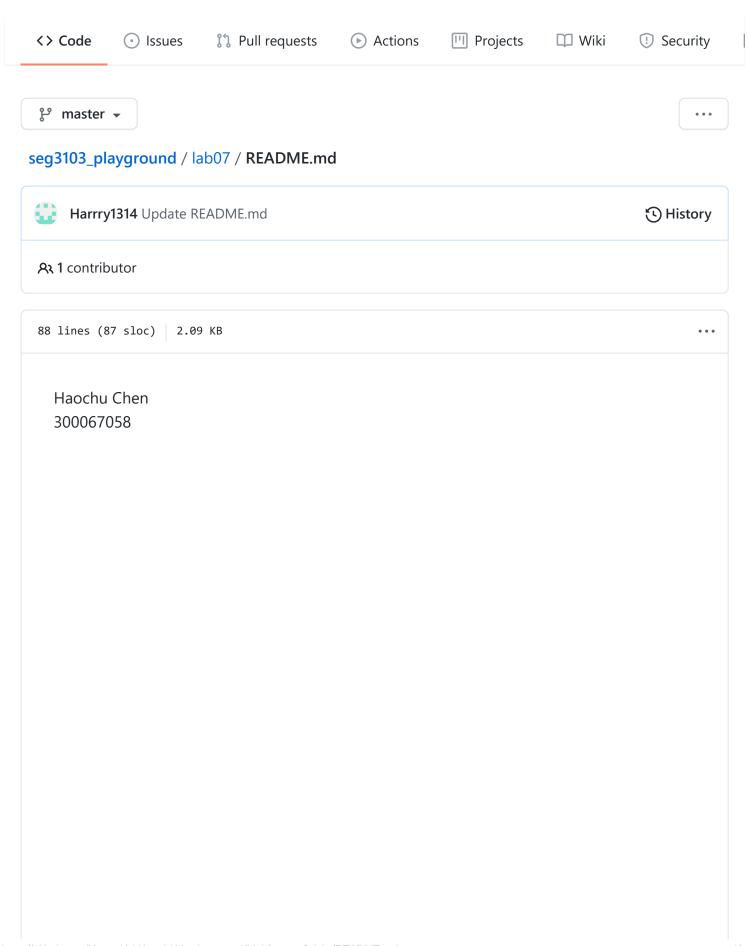
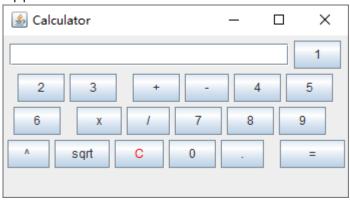
☐ Harrry1314 / seg3103_playground

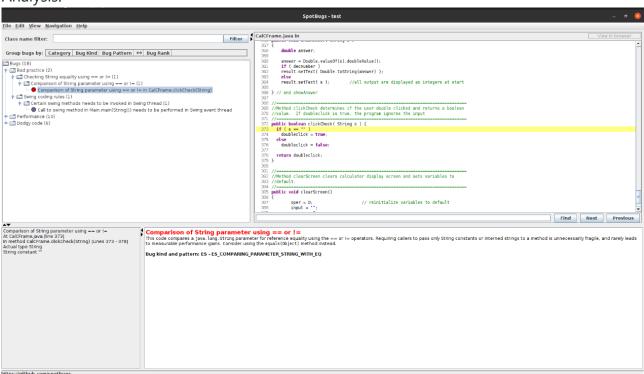


Application:

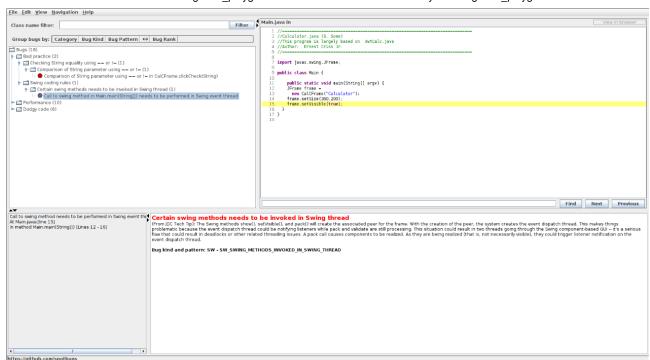


Code changed is in /calculator

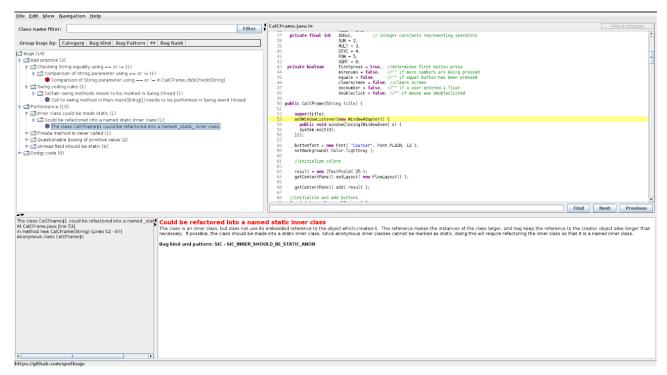
Analysis:



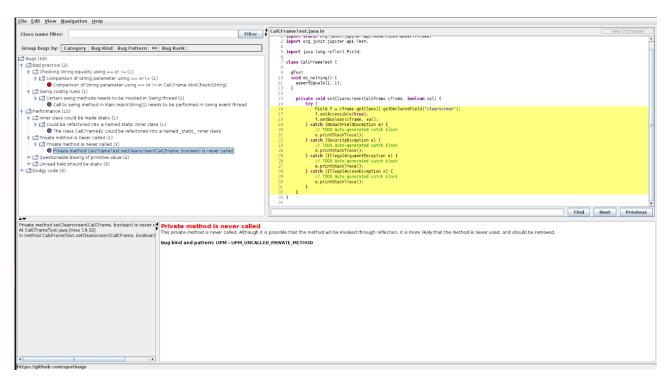
"==" cannot be used to compare two strings, "==" is used to compare the memory address of two strings, "equals()" should be used here.



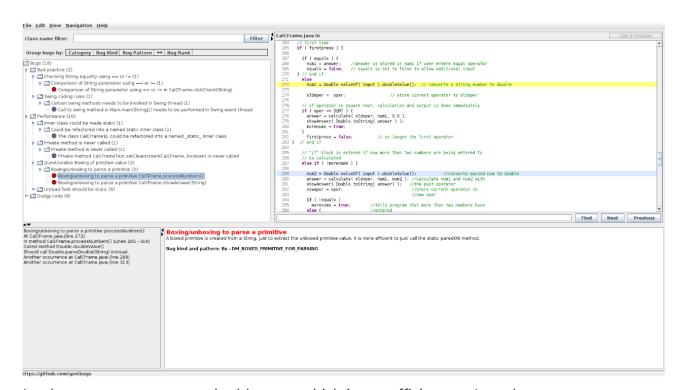
"setVisible()" will cause the events dispatching on components in muti-threads of JFrame. These threads are asynchronized, so it may cause some problems, like deadlock. So I put it into a swing thread.



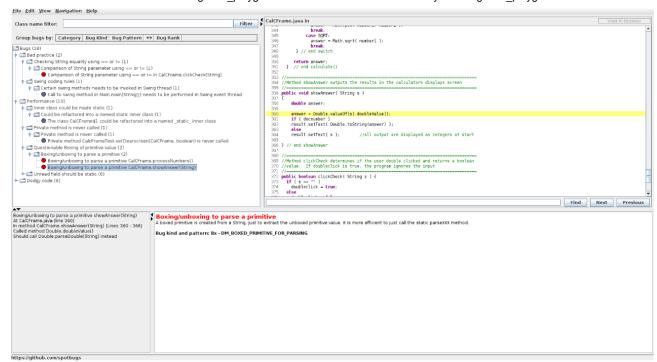
This inner class is anonymous and not static, so it cannot be accessed outside and static methods. So I declared it as a static named class.



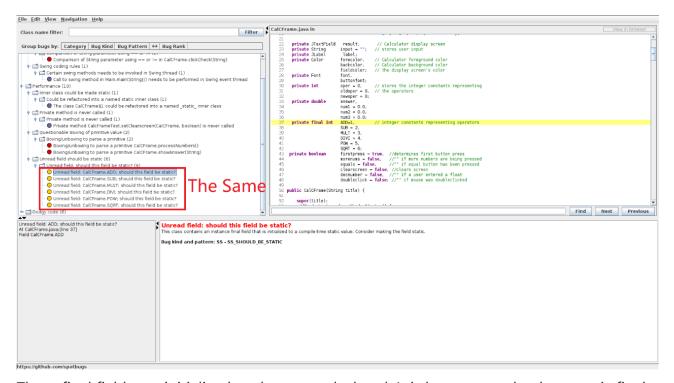
This method is never been used, so I commented it.



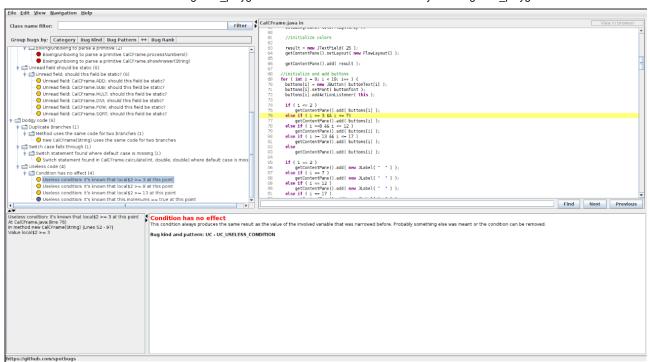
It takes two steps to get a double type, which is not efficient, so I used "Double.parseDouble()" instead.



Same as above.



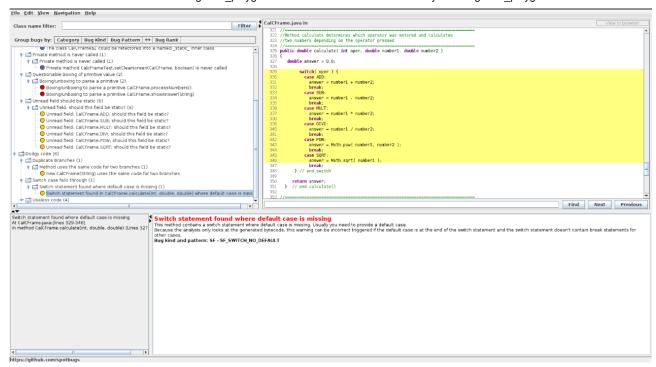
These final fields are initialized as they were declared. It is better to make them static final.



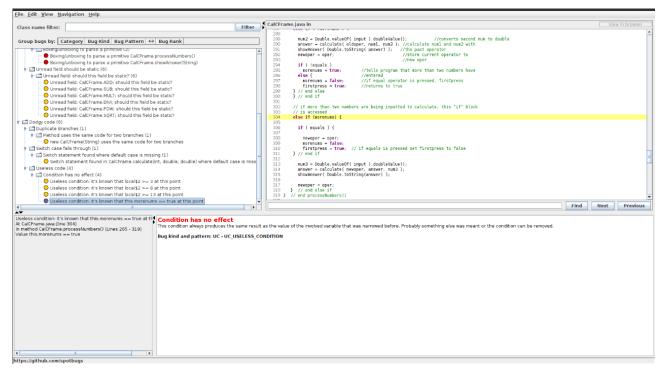
If a variable is not ≤ 2 , than it must be ≥ 3 , so " $i \geq 3$ " is useless, so I removed it, same as the " $i \geq 8$ " and " $i \geq 13$ ".

Luselessif

These if else statements covered all situations of I from 0 to 18, which is all situations I can be in the loop, and they do the same things for all if else statements. So I commented them all and coded "getContentPane().add(buttons[i]);" only once.



This switch case statement has no default block, I added it.



If "!morenums" is true, than there is no need to judge the "morenums" again. So I used a single "else" instead of "else if (morenums)".