

# AI-Assisted Software Design Exercise

**Project by Rishab**

Scientific Calculator

*An advanced version of a four-function calculator with aesthetic design  
inspiration from the iOS Calculator created by Apple Inc.*

**Link to Repo:**

[github.com/Inferfire/iOS-Calculator](https://github.com/Inferfire/iOS-Calculator)

## ChatGPT Prompts:

1. Write a simple Java GUI implementation of a calculator with a 10 by 5 array of buttons (50 buttons), a display JLabel, using a loop to initialize each of the buttons in the aforementioned array format. Use a null layout on a 667 x 375 JFrame.
2. What are the primary use cases or user stories for this calculator application? Provide at least 3-4 different use cases.
3. Who are the target users, and what mathematical operations do they most frequently need to perform? Is there room for the code to be modified to address the target users and their needs?
4. How would different functions be tested? Consider cases when given negative numbers, zero, or a fraction. Moreover, what corner cases would be relevant, especially given the recommended additions?
5. With respect to the computational complexity of operations that can typically be really big (like factorials), what can be done to maximize efficiency to handle and compute different operations without affecting application responsiveness? Should certain Java Swing components be favoured over others?
6. Can you be a bit more specific, in particular, referring to the code provided in your original response?
7. Here's my current work-in-progress that outlines that general structure for the program: (*refer to Appendix A for code*). Provide me with feedback on how the calculator logic design can be more modular, so that new operations or functions can be added in the future, either by myself or others who choose to work on this codebase?
8. What else –specifically pertaining to layout and GUI components– can be organized to adhere to Clean Architecture, mainly to keep the UI separate from business logic (referencing enterprise business rules by Robert C. Martin)?
9. Does the provided code below adhere to the Open-Closed Principle (is it realistic to extend the calculator's functionality feasibly without modifying existing code)? (*refer to Appendix B for code*)
10. How does this implementation adhere and violate the Single Responsibility Principle, and more importantly how can it be refactored to ensure each class/method does only one thing?

11. Are the chosen layers appropriate for this calculator application to adhere to Clean Architecture (Robert C. Martin), or should they be changed in some capacity?
12. Are there repetitions in the code that require refactoring / elimination?
13. Is using the null layout problematic in terms of adjusting button sizes or positions?
14. Should I be aware of any ethical considerations when designing a calculator?
15. Here's my updated code: (*refer to Appendix B*) The two design patterns the updated code is supposed to be based on are: the Singleton Pattern, and the Command Pattern. Explain whether the program effectively replicates the characteristics of such patterns, and what could be done to improve it.
16. Alternatively, would it be a better idea to update the project such that it is based on the factory pattern, primarily for the purpose of creating buttons based on certain criteria (e.g., like a second function on scientific calculators)?
17. Would using high contrast colour schemes help make sure the calculator is accessible to users with disabilities, such as those with poor vision? Or should more be done to ensure this application is as accessible as possible?
18. What should be considered when trying to incorporate memory functions (MC, MR, MS, M+) into this calculator for added functionality? Be descriptive as it pertains to the state of clean architecture and good design principles.
19. In order to make the calculator app more versatile and user-friendly, provide me with 4-5 suggestions regarding additional features or improvements that can be implemented to enhance the overall user experience?
20. Given the calculator functions in the provided code (addition, subtraction, multiplication, division, square root, handling decimals, reset, etc.) could you suggest randomized additional tests to ensure comprehensive coverage, especially focusing on operations like reciprocal and handling negative numbers?

## Prompt Overview

Requirement	Prompt Number Designation
<b><u>2 prompts</u></b> for use cases and/or user stories	2, 3
<b><u>2 prompts</u></b> for program correctness and testing; consider some corner cases!	4, 20
<b><u>1 prompt</u></b> for efficiency; keep in mind both memory and compute!	5, 6
<b><u>2 prompts</u></b> for modularity and extensibility; some/all of SOLID/CA will be relevant	7, 8
<b><u>2 prompts</u></b> for SOLID	9, 10
<b><u>1 prompt</u></b> for Clean Architecture	11
<b><u>2 prompts</u></b> for code smells	12, 13
<b><u>2 prompts</u></b> for design patterns.	15, 16
<b><u>1 prompt</u></b> for accessibility.	17
<b><u>1 prompt</u></b> for ethics	14
<b><u>2 prompts</u></b> for adding new features/functionality	18, 19

## Appendices:

### Appendix A

*Early Calculator Outline, based on the provided code by ChatGPT (Version 3.5) in Prompt 1, and used in Prompt 7.*

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class Calculator {

    private final JFrame frame;
    private final JTextField display;

    public Calculator() {
        frame = new JFrame("Calculator");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setSize(667, 375); // change later based on button positioning
        frame.setLayout(null);
        frame.getContentPane().setBackground(Color.decode("#000000"));
        frame.setLocationRelativeTo(null);

        display = new JTextField("0");
        display.setHorizontalAlignment(JTextField.RIGHT);
        display.setBounds(2, 2, 517, 70);
        display.setEditable(false);
        display.setFocusable(false);
        display.setForeground(Color.WHITE);
        display.setFont(new Font("Monsterrat", Font.PLAIN, 28));
        Color backgroundColor = new Color(0, 0, 0, 0); // transparent
        display.setBackground(backgroundColor);
        frame.add(display);

        initializeButtons();

        frame.setVisible(true);
    }
}
```

*( . . . Continued on the next page . . . )*

```

private void initializeButtons() {
    // TODO: initialize calculator buttons here
    // Placeholder code
    JButton sampleButton = new JButton("Sample");
    sampleButton.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            processButton(sampleButton.getText());
        }
    });
    frame.add(sampleButton);
}

private void processButton(String buttonText) {
    // TODO: implement calculator logic here
    System.out.println("Button pressed: " + buttonText);
    // placeholder - logic goes here
}

public static void main(String[] args) {
    new Calculator();
}
}

```

## Appendix B

*Early Calculator Outline, based on the provided code by ChatGPT (Version 3.5) in Prompt 1, and used in Prompt 9 and 15.*

```
import javax.swing.*;
import java.awt.*;
import java.awt.datatransfer.Clipboard;
import java.awt.datatransfer.StringSelection;
import java.awt.event.*;
import java.awt.geom.RoundRectangle2D;

public class Calculator {
    private static final Calculator instance = new Calculator();
    private final JFrame frame;
    private final JTextField display = new JTextField("0");
    private final String n4Functions =
"x\\^2|x\\^3|e\\^x|10\\^x|Copy|x!|ln|log10|1/x|√x|∛x|e|sin|cos|tan|π|sinh|cos
h|tanh|Rand";
    private final String fourFunctions = "[×÷+-]";

    private String lastBtnPressed = "AC";
    private Double prevNumber = null;
    private Operator prevOperator = null;
    private boolean operatorPressed = false;
    private boolean resultDisplayed = false;
    private Double lastBinaryNumber = null;

    // operator enum for easy management of operator precedence and
    evaluation
    enum Operator {
        ADD("+"),
        SUBTRACT("-"),
        MULTIPLY("×"),
        DIVIDE("÷"),
        POWER("^"); // added for power operation

        private final String symbol;

        Operator(String symbol) {
            this.symbol = symbol;
        }

        public String getSymbol() {
            return symbol;
        }
    }
```

```

        public static Operator fromString(String symbol) {
            for (Operator op : Operator.values()) {
                if (op.getSymbol().equals(symbol)) {
                    return op;
                }
            }
            return null;
        }
    }
}

```

```

    private Calculator() {
        frame = new JFrame("Calculator");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setSize(522, 400);
        frame.setLayout(null);
        frame.getContentPane().setBackground(Color.decode("#000000"));
        frame.setLocationRelativeTo(null);
    }

```

```

        display.setHorizontalAlignment(JTextField.RIGHT);
        display.setBounds(2, 2, 517, 70);
        display.setEditable(false);
        display.setFocusable(false);
        display.setForeground(Color.WHITE);
        display.setFont(new Font("Monsterrat", Font.PLAIN, 28));
        Color backgroundColor = new Color(0, 0, 0, 0); // transparent
        display.setBackground(backgroundColor);
        frame.add(display);
    }

```

```

        int buttonWidth = 60;
        int buttonHeight = 52;
        int horizontalSpacing = 5; // between buttons
        int verticalSpacing = 9; // between buttons
        // int rows = 6;
        int cols = 8;
    }

```

```

        String[] buttons = {
            "x^2", "x^3", "e^x", "10^x", "AC", "±", "%", "÷",
            "Copy", "x!", "ln", "log10", "7", "8", "9", "x",
            "1/x", "√x", "∛x", "e", "4", "5", "6", "-",
            "sin", "cos", "tan", "π", "1", "2", "3", "+",
            "sinh", "cosh", "tanh", "Rand", "0", "0", ".", "="
        };
        for (int i = 0; i < buttons.length; i++) {
            String colour = "#fe9f06";
            String fontColour = "#FFFFFF";
            if (buttons[i].matches(n4Functions)) {
                colour = "#212121";
            }
        }
    }

```



```

        } else if (buttons[i].equals("AC") || buttons[i].equals("±") ||
            buttons[i].equals("%")) {
            colour = "#a5a5a5";
            fontColour = "#121212";
        } else if (buttons[i].matches("[0-9.]")) {
            colour = "#333333";
        }

        JButton btn;

        if (buttons[i].matches(fourFunctions) || buttons[i].equals("="))
        {
            btn = genRoundBtn(buttons[i], 50, colour, true);
        } else {
            btn = genRoundBtn(buttons[i], 50, colour, false);
        }

        int x = 4 + (i % cols) * (buttonWidth + horizontalSpacing);
        int y = 71 + (i / cols) * (buttonHeight + verticalSpacing);
        btn.setForeground(Color.decode(fontColour));
        btn.setFont(new Font("Helvetica", Font.BOLD, 14));
        btn.setBounds(x, y, buttonWidth, buttonHeight);
        frame.add(btn);
        // button listener
        btn.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                processButton(btn.getText());
            }
        });
    }

    frame.setVisible(true);
}

private void processButton(String buttonText) {

    if (buttonText.matches("[0-9.]")) {
        numberOrDecimalInput(buttonText);
    } else if (buttonText.equals("AC")) {
        prevOperator = null;
        clearInput();
    } else if (buttonText.matches(n4Functions) ||
        buttonText.matches("[%±]")) {
        prevOperator = null;
        doMathN4(buttonText);
    } else if (buttonText.matches(fourFunctions)) {
        prevOperator = null;
    }
}

```

```

        doMath4F(buttonText);
    } else if (buttonText.equals("=")) {
        evaluateEquals();
    }

    // update the lastBtnPressed variable after processing the button
    lastBtnPressed = buttonText;
}

private void numberOrDecimalInput(String buttonText) {
    String currentText = display.getText();

    if (operatorPressed || resultDisplayed) {
        currentText = "0";
        operatorPressed = false;
        resultDisplayed = false;
        lastBinaryNumber = null;    // reset last binary number
    }

    if (buttonText.matches("[0-9.]")) {
        if (currentText.equals("0")) {
            if (buttonText.equals(".")) {
                display.setText(currentText + buttonText);
            } else {
                display.setText(buttonText);
            }
        } else {
            if (buttonText.equals(".")) {
                if (!currentText.contains(".")) {
                    display.setText(currentText + buttonText);
                }
            } else {
                display.setText(currentText + buttonText);
            }
        }
    }
}

private void clearInput() {
    display.setText("0");
    prevNumber = null;
    prevOperator = null;
    lastBinaryNumber = null;
}

private void doMathN4(String operation) {
    String currentText = display.getText();

```

```

        double value;
        try {
            value = Double.parseDouble(currentText);
        } catch (NumberFormatException e) {
            clearInput();
            return;
        }

        switch (operation) {
            case "x^2" -> value = Math.pow(value, 2);
            case "x^3" -> value = Math.pow(value, 3);
            case "e^x" -> value = Math.exp(value);
            case "10^x" -> value = Math.pow(10, value);
            case "Copy" -> {
                StringSelection stringSelection = new
StringSelection(display.getText());
                Clipboard clipboard =
Toolkit.getDefaultToolkit().getSystemClipboard();
                clipboard.setContents(stringSelection, null);
                JOptionPane.showMessageDialog(frame, "Contents copied to
clipboard.");
            }
            case "1/x" -> {
                if (value != 0) {
                    value = 1 / value;
                } else {
                    // handle divide by zero
                    display.setText("Error");
                    return;
                }
            }
            case "√x" -> {
                if (value >= 0) {
                    value = Math.sqrt(value);
                } else {
                    // Handle negative input for square root
                    display.setText("Error");
                    return;
                }
            }
            case "∛x" -> value = Math.cbrt(value);
            case "x!" -> {
                if (value < 0 || value != (int) value) {
                    display.setText("Error");
                    return;
                }
                value = factorial(value);
            }
        }
    }
}

```

```

    }
    case "ln" -> {
        if (value > 0) {
            value = Math.log(value);
        } else {
            // Handle non-positive input for natural log
            display.setText("Error");
            return;
        }
    }
    case "log10" -> {
        if (value > 0) {
            value = Math.log10(value);
        } else {
            // Handle non-positive input for log base 10
            display.setText("Error");
            return;
        }
    }
    case "e" -> value = Math.E;
    case "sin" -> value = Math.sin(value);
    case "cos" -> value = Math.cos(value);
    case "tan" -> value = Math.tan(value);
    case "π" -> value = Math.PI;
    case "sinh" -> value = Math.sinh(value);
    case "cosh" -> value = Math.cosh(value);
    case "tanh" -> value = Math.tanh(value);
    case "Rand" -> value = Math.random(); // random decimal [0, 1]
    case "±" -> value = value * -1; // flips sign
    case "%" -> value = value / 100; // percent as a decimal
    default -> {
        display.setText("Not Implemented");
        return;
    }
}

display.setText(formatResult(value));
resultDisplayed = true;

}

private double factorial(double n) {
    if (n == 0) {
        return 1;
    }
    double result = 1;
    for (int i = 1; i <= n; i++) {

```

```

        result *= i;
    }
    return result;
}

```

```

private void doMath4F(String operation) {
    double currentNumber;

```

```

    try {
        currentNumber = Double.parseDouble(display.getText());
    } catch (NumberFormatException e) {
        clearInput();
        return;
    }

```

```

    lastBinaryNumber = currentNumber;

```

```

    if (prevOperator != null && prevNumber != null &&
!lastBtnPressed.matches(fourFunctions)) {
        switch (prevOperator) {
            case ADD -> currentNumber = prevNumber + currentNumber;
            case SUBTRACT -> currentNumber = prevNumber - currentNumber;
            case MULTIPLY -> currentNumber = prevNumber * currentNumber;
            case DIVIDE -> {
                if (currentNumber == 0) {
                    display.setText("Error");
                    return;
                }
                currentNumber = prevNumber / currentNumber;
            }
            default -> {
            }
        }
    }

```

```

    display.setText(formatResult(currentNumber));
}

```

```

    if (!lastBtnPressed.matches(fourFunctions)) {
        lastBinaryNumber = currentNumber; // This line was added
    }

```

```

    prevNumber = currentNumber;
    prevOperator = Operator.fromString(operation);
    operatorPressed = true;
}

```

```

private void evaluateEquals() {

```

```

        double currentNumber;

        try {
            currentNumber = Double.parseDouble(display.getText());
        } catch (NumberFormatException e) {
            display.setText("Error");
            return;
        }

        if (prevOperator != null && prevNumber != null) {
            double secondOperand = (lastBinaryNumber != null) ?
lastBinaryNumber : currentNumber;

            switch (prevOperator) {
                case ADD -> currentNumber = prevNumber + secondOperand;
                case SUBTRACT -> currentNumber = prevNumber - secondOperand;
                case MULTIPLY -> currentNumber = prevNumber * secondOperand;
                case DIVIDE -> {
                    if (secondOperand == 0) {
                        display.setText("Error");
                        return;
                    }
                    currentNumber = prevNumber / secondOperand;
                }
                default -> {
                    return;
                }
            }

            display.setText(formatResult(currentNumber));
            resultDisplayed = true;
            lastBinaryNumber = secondOperand; // store the second operand
for future evaluations with "="
            prevNumber = currentNumber; // store the result as the new
previous number
        }
    }

    private String formatResult(double result) {
        // to format the result without ".0" for whole numbers.
        if (result == (long) result) {
            return String.format("%d", (long) result);
        } else return String.valueOf(result); // for Errors / Infinity output
    }

    public static Calculator getInstance() {
        return instance;
    }

```

```
}
```

```
    public static void main(String[] args) {  
        Calculator.getInstance();  
    }
```

```
    /* NOTE: method was written entirely by me for the CSC207 group  
assignment,  
    * reused in this assignment purely for aesthetic purposes. */  
    private static JButton genRoundBtn(String text, int roundness, String  
colorHex, boolean toggle) {  
        Color defaultColor = Color.decode(colorHex);  
        Color hoverColor = toggle ? Color.decode("#FFFFFF") :  
defaultColor.brighter();
```

```
        JButton roundedButton = new JButton(text) {  
            @Override  
            protected void paintComponent(Graphics g) {  
                Graphics2D g2 = (Graphics2D) g.create();  
                g2.setRenderingHint(RenderingHints.KEY_ANTIALIASING,  
RenderingHints.VALUE_ANTIALIAS_ON);  
                boolean isHovering =  
Boolean.TRUE.equals(getClientProperty("isHovering"));  
                Color bgColor = isHovering ? hoverColor : defaultColor;  
                g2.setColor(bgColor);  
                g2.fill(new RoundRectangle2D.Float(0, 0, getWidth(),  
getHeight(), roundness, roundness));  
                FontMetrics metrics = g2.getFontMetrics();  
                int x = (getWidth() - metrics.stringWidth(getText())) / 2;  
                int y = (getHeight() - metrics.getHeight()) / 2 +  
metrics.getAscent();  
                g2.setColor(isHovering && toggle ? Color.decode("#fe9f06") :  
getForeground());  
                g2.drawString(getText(), x, y);  
                g2.dispose();  
            }  
        };  
    }
```

```
        roundedButton.addMouseListener(new MouseAdapter() {  
            @Override  
            public void mouseEntered(MouseEvent e) {  
  
roundedButton.setCursor(Cursor.getPredefinedCursor(Cursor.HAND_CURSOR));  
                roundedButton.putClientProperty("isHovering", true);  
                roundedButton.repaint();  
            }  
        })
```

```
        @Override
        public void mouseExited(MouseEvent e) {
            roundedButton.setCursor(Cursor.getDefaultCursor());
            roundedButton.putClientProperty("isHovering", false);
            roundedButton.repaint();
        }
    });

    return roundedButton;
}
}
```



## Appendix C

### Chat GPT Conversation:

Rishab: Write a simple Java GUI implementation of a calculator with a 10 by 5 array of buttons (50 buttons), a display JLabel, using a loop to initialize each of the buttons in the aforementioned array format. Use a null layout on a 667 x 375 JFrame.

GPT: To create a simple Java GUI calculator with 50 buttons arranged in a 10 by 5 grid layout, and a JLabel for displaying the result, you can follow the steps below:

1. Create a new Java project and add the necessary Swing libraries to it.
2. Create a new Java class for the calculator GUI.
3. Set the layout of the JFrame to null and set its size to 667 x 375 pixels.
4. Create and initialize an array of buttons using a loop.
5. Add action listeners to the buttons to handle button clicks and perform the corresponding operations.
6. Update the JLabel with the result of the calculation.

Here's the Java code for the calculator:

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class CalculatorGUI extends JFrame {

    private JLabel display;
    private double result = 0;
    private String currentInput = "";

    public CalculatorGUI() {
        super("Calculator");
        setSize(667, 375);
        setLayout(null); // Use null layout

        display = new JLabel("0");
        display.setBounds(10, 10, 647, 50);
        display.setHorizontalAlignment(JLabel.RIGHT);
        display.setFont(new Font("Arial", Font.PLAIN, 24));
        add(display);
```

```

// Initialize the buttons in a 10x5 grid using a loop
String[] buttonLabels = {
    "7", "8", "9", "+", "-",
    "4", "5", "6", "*", "/",
    "1", "2", "3", "C", "=",
    "0", ".", "(", ")", "Back"
};

JButton[] buttons = new JButton[buttonLabels.length];
int buttonWidth = 647 / 5;
int buttonHeight = (375 - 70) / 10;
int x = 10;
int y = 70;

for (int i = 0; i < buttonLabels.length; i++) {
    buttons[i] = new JButton(buttonLabels[i]);
    buttons[i].setBounds(x, y, buttonWidth, buttonHeight);
    buttons[i].setFont(new Font("Arial", Font.PLAIN, 20));
    buttons[i].addActionListener(new ButtonClickListener());
    add(buttons[i]);

    x += buttonWidth;
    if (i % 5 == 4) {
        x = 10;
        y += buttonHeight;
    }
}

}

// ActionListener to handle button clicks
private class ButtonClickListener implements ActionListener {
    public void actionPerformed(ActionEvent e) {
        String command = e.getActionCommand();

        switch (command) {
            case "C":
                currentInput = "";
                result = 0;
                break;
            case "=":
                try {
                    result = evaluateExpression(currentInput);
                    currentInput = String.valueOf(result);
                } catch (ArithmeticException ex) {
                    currentInput = "Error";
                }
        }
    }
}

```

```

        break;
    case "Back":
        if (!currentInput.isEmpty()) {
            currentInput = currentInput.substring(0,
currentInput.length() - 1);
        }
        break;
    default:
        currentInput += command;
        break;
    }

    display.setText(currentInput);
}
}

// Evaluate the mathematical expression
private double evaluateExpression(String expression) {
    return new
java.util.Scanner(expression).useDelimiter("\\s*").nextDouble();
}

public static void main(String[] args) {
    SwingUtilities.invokeLater(() -> {
        CalculatorGUI calculator = new CalculatorGUI();
        calculator.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        calculator.setVisible(true);
    });
}
}
--

```

Rishab: What are the primary use cases or user stories for this calculator application? Provide at least 3-4 different use cases.

GPT: The primary use cases or user stories for the calculator application are as follows:

1. Basic Arithmetic Calculation:  
As a user, I want to perform basic arithmetic calculations, such as addition, subtraction, multiplication, and division. I should be able to enter numbers using the buttons provided and see the result displayed on the calculator's screen.
2. Clearing the Input: As a user, I want to clear the current input on the calculator by pressing the "C" button. This allows me to start a new calculation or correct any mistakes without having to restart the entire calculation.

### 3. Evaluating Expressions:

As a user, I want to evaluate mathematical expressions containing multiple operators and numbers. For example, I should be able to enter " $5 + 3 * 2$ " and get the correct result of "11" ( $5 + 3 = 8$ ,  $8 * 2 = 16$ ).

### 4. Handling Errors:

As a user, I want the calculator to handle errors gracefully. If I attempt to divide by zero or input an invalid expression, I expect the calculator to show an appropriate error message (e.g., "Error" or "Cannot divide by zero") and allow me to continue using the calculator without crashing. These use cases cover the basic functionalities of a simple calculator application, allowing users to perform calculations, clear input, evaluate expressions, and handle potential errors while providing a smooth and intuitive user experience.

Rishab: Who are the target users, and what mathematical operations do they most frequently need to perform? Is there room for the code to be modified to address the target users and their needs?

GPT: The target users of the calculator application can vary depending on the context of its usage. Some potential target users and the mathematical operations they frequently need to perform are:

1. **Students:** Students often need to perform basic arithmetic operations such as addition, subtraction, multiplication, and division for solving math problems and homework assignments. They might also need to use the calculator for scientific calculations like square roots, powers, and trigonometric functions (e.g.,  $\sin$ ,  $\cos$ ,  $\tan$ ).
2. **Professionals and Engineers:** Engineers, scientists, and professionals often require more advanced mathematical operations for complex calculations, including logarithms, exponentials, and functions like  $\sin^{-1}$ ,  $\cos^{-1}$ ,  $\tan^{-1}$ , and so on. They might also benefit from memory functions (M+, M-, MR, MC) to store and recall intermediate results.
3. **General Users:** General users may use the calculator for everyday tasks like budgeting, tip calculations, and unit conversions. They primarily need basic arithmetic operations, percentage calculations, and the ability to clear input easily.

Considering these target users and their needs, there is certainly room for modifying the code to address their requirements. Here are some possible modifications:

1. Add Advanced Mathematical Operations:

To cater to professionals and engineers, the calculator could be enhanced to include more advanced mathematical functions like logarithms, exponentials, and trigonometric operations.

2. Scientific Mode:

Create a scientific mode that can be toggled on/off, enabling the calculator to switch between basic and advanced functions. This way, the calculator remains user-friendly for general users but offers extended capabilities for more complex calculations when needed.

3. Memory Functions:

Implement memory functions (M+, M-, MR, MC) to allow users to store and recall intermediate results during calculations.

By incorporating these modifications, the calculator application can better serve its target users and cater to a broader range of mathematical operations, making it more versatile and user-friendly for different use cases.

Rishab: How would different functions be tested? Consider cases when given negative numbers, zero, or a fraction. Moreover, what corner cases would be relevant, especially given the recommended additions?

GPT: To thoroughly test the different functions of the calculator application, including the recommended additions, it's essential to consider various scenarios, including negative numbers, zero, fractions, and corner cases. Here are some test cases to consider:

1. Basic Arithmetic:

Addition, subtraction, multiplication, division.

2. Advanced Math:

Logarithm, exponential, trigonometric functions.

3. Memory:

M+, M- functions.

4. Decimal Precision:

Accuracy with integers and fractions.

5. Expression Parsing:  
Complex expressions with parentheses.
6. Scientific Mode:  
Toggle for advanced functions.
7. Clearing Input:  
Test "C" button's reset functionality.
8. Error Handling:  
Division by zero, invalid input, syntax errors.
9. Customization:  
Check font/color changes.
10. Corner Cases:  
Large/small numbers, complex expressions, whitespace input, button sequences.

Automated unit testing can be implemented to run a wide range of test cases efficiently and identify potential issues. Additionally, manual testing by following the test cases mentioned above can help ensure the calculator application functions correctly under various scenarios and meets the needs of its target users.

Rishab: With respect to the computational complexity of operations that can typically be really big (like factorials), what can be done to maximize efficiency to handle and compute different operations without affecting application responsiveness? Should certain Java Swing components be favoured over others?

GPT: Efficiently handling computationally intensive operations, such as factorials and other complex mathematical computations, while maintaining application responsiveness is crucial. Here are some strategies to maximize efficiency and responsiveness in a calculator application:

1. Multithreading:  
Offload intensive calculations to separate threads to prevent blocking the main UI thread. Java provides features for multithreading, such as using the `SwingWorker` class for background tasks. This keeps the application responsive while performing calculations in the background.

2. Caching and Memoization:

For operations like factorials, implement caching and memoization to store previously computed results. This prevents redundant calculations and significantly speeds up repeated computations.

3. Swing Components:

While Swing components are generally suitable for creating graphical user interfaces, some components might impact performance more than others. For example: Favor lightweight components like JLabel and JButton for displaying text and buttons. Avoid complex components like JTextArea or JScrollPane unless they are necessary, as they might require more resources.

Rishab: Can you be a bit more specific, in particular, referring to the code provided in your original response?

GPT: Certainly! Let's go through the code provided in the original response and discuss specific ways to enhance efficiency while maintaining application responsiveness.

1. Multithreading:

In the ButtonClickListener class, you can use SwingWorker to perform calculations in the background. For example, when evaluating an expression, you could use a SwingWorker to compute the result in the background and update the display when it's ready. This prevents the UI from freezing during complex calculations.

2. Caching and Memoization:

Create a cache to store previously computed results of calculations like factorials. Modify the evaluateExpression method to check the cache before computing a factorial. If the result is in the cache, return it; otherwise, compute and store it in the cache.

3. Swing Components:

The chosen components (JLabel, JButton) are lightweight and suitable for a calculator application. Avoid using heavier components unless absolutely necessary for the desired functionality.

By incorporating these specific strategies into the provided code, you can enhance the efficiency of the calculator application while maintaining its responsiveness to user interactions. The key is to optimize calculations, perform them in the background when possible, and ensure that the UI remains interactive during intensive operations.

Rishab: Here's my current work-in-progress that outlines that general structure for the program: (refer to Appendix A for code). Provide me with feedback on how the calculator logic design can be more modular, so that new operations or functions can be added in the future, either by myself or others who choose to work on this codebase?

GPT: Your work-in-progress code is a good starting point for a simple calculator GUI. To make the calculator logic more modular and extensible for adding new operations or functions in the future, you can follow the principles of Object-Oriented Programming (OOP) and separate concerns by using classes and interfaces. Here's how you can achieve a more modular design:

1. Create Operation Interface:

Start by defining an interface for calculator operations. This interface should have a method for performing the operation.

```
public interface CalculatorOperation {  
    double perform(double num1, double num2);  
}
```

2. Implement Operation Classes:

Start by defining an interface for calculator operations. This interface should have a method for performing the operation.

```
public class AdditionOperation implements CalculatorOperation {  
    @Override  
    public double perform(double num1, double num2) {  
        return num1 + num2;  
    }  
}
```

// Implement other operation classes in a similar manner

3. Calculator Logic:

Modify your 'Calculator' class to use these operation classes and make the logic more modular.

```
public class Calculator {  
    // ...  
  
    private void initializeButtons() {  
        // ...  
        JButton addButton = createOperationButton(new  
AdditionOperation(), "+");  
        frame.add(addButton);  
    }  
}
```



```

        // Create buttons for other operations
        // ...
    }

    private JButton createOperationButton(CalculatorOperation
operation, String buttonText) {
        JButton button = new JButton(buttonText);
        button.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                processOperation(operation);
            }
        });
        return button;
    }

    private void processOperation(CalculatorOperation operation) {
        // Get the numbers from the display and perform the operation
        double result = operation.perform(getDisplayValue(),
getCurrentValue());
        display.setText(Double.toString(result));
    }

    private double getDisplayValue() {
        // Parse the display text and return the value
    }

    private double getCurrentValue() {
        // Parse the current input and return the value
    }

    // ...
}

```

By following this approach, you're separating the calculator operations into individual classes, which makes it easier to add new operations in the future. The 'Calculator' class handles the interaction with the GUI components and delegates the actual calculation to the operation classes, promoting modularity and maintainability. Additionally, you can add more complex operations by simply implementing new classes that adhere to the 'CalculatorOperation' interface.

Rishab: What else –specifically pertaining to layout and GUI components– can be organized to adhere to Clean Architecture, mainly to keep the UI separate from business logic (referencing enterprise business rules by Robert C. Martin)?

GPT: To adhere to Clean Architecture principles and separate the UI from the business logic in your calculator application, you can follow these simple guidelines:

1. Use Interfaces for Interaction:

Define interfaces that represent the boundaries between the UI and business logic layers. This allows the UI to interact with the business logic through well-defined interfaces, ensuring loose coupling.

2. UI Layer:

In the UI layer, focus on handling user interactions, displaying information, and collecting input. Use Swing components to create the visual elements of the calculator's user interface. Implement listeners or handlers to capture user input and invoke corresponding methods in the business logic layer.

3. Business Logic Layer:

Organize the business logic into separate classes or components that perform calculations, evaluate expressions, and handle various mathematical operations. These classes should not be directly coupled to the UI components.

4. Dependency Injection:

Use dependency injection to provide instances of the business logic components to the UI layer. This way, the UI layer does not need to directly instantiate or manage the business logic classes.

5. Single Responsibility Principle:

Ensure that each class or component has a single responsibility. The UI components should focus on presenting information and capturing user input, while the business logic components should focus on performing calculations.

6. Testing:

Write unit tests for the business logic classes using mock objects or test doubles to isolate them from the UI components. This allows you to test the core functionality of the calculator without involving the actual UI.

By adhering to these guidelines, you'll achieve a separation of concerns in your calculator application, making it easier to maintain, extend, and test. Clean Architecture principles help in creating a flexible and scalable codebase that can accommodate future changes and additions while keeping the core business logic separate from the presentation concerns.

Rishab: Does the provided code below adhere to the Open-Closed Principle (is it realistic to extend the calculator's functionality feasibly without modifying existing code)? (refer to Appendix B for code)

GPT: While the code does involve some structural considerations that support extensibility, it's important to note that adding entirely new operations or functionalities might still require modifications to existing code. However, the provided design elements contribute to making these modifications localized and manageable, in line with the principles of the Open-Closed Principle.

Here are the aspects where the provided code aligns with the Open-Closed Principle:

1. Operator Enum and Methods:

The code uses an enum called Operator to represent different arithmetic and mathematical operations. This enum encapsulates the behavior of each operation, making it easier to add new operations in the future. The doMathN4 and doMath4F methods utilize this enum to process operations without needing to modify existing switch-case statements extensively.

2. Button Generation:

The genRoundBtn method abstracts the process of creating rounded buttons with specific visual properties. This method can be easily extended to generate buttons for new operations or functionalities. By utilizing this method, new buttons can be added without directly altering the main codebase.

3. GUI Layout:

The code sets up the GUI layout and button positions programmatically. This layout flexibility allows for adding new buttons and rearranging the UI without fundamentally changing the existing structure. This approach supports the extensibility of the calculator's graphical interface.

4. Event Handling:

The code uses event listeners and the processButton method to manage user interactions with buttons. New buttons and their associated functionality can be seamlessly integrated by extending the switch-case structure within this method.

5. Button Categories:

The code categorizes buttons into groups like basic arithmetic, advanced math, memory functions, and more. This categorization makes it easier to identify where new buttons and functionalities should be added and helps maintain a clear code organization.

In short, the code provided makes an attempt to adhere to the Open-Closed Principle (OCP) very well, but it might still require slight modifications when extending the calculator's functionality.

Rishab: **How does this implementation adhere and violate the Single Responsibility Principle, and more importantly how can it be refactored to ensure each class/method does only one thing?**

GPT: The provided implementation could benefit from further adhering to the Single Responsibility Principle (SRP), which states that a class or method should have only one reason to change. Let's analyze how the implementation currently aligns with the SRP and how it could be refactored for better adherence:

Current Implementation:

The Calculator class handles both the GUI setup and event handling, along with performing the calculator's operations. While the code does separate GUI setup from operation logic to some extent, it still combines multiple responsibilities within the same class.

Refactoring Suggestions:

To enhance adherence to the SRP, the code can be refactored as follows:

1. **Separate GUI Logic:**  
Create a separate class responsible for GUI setup and interaction, such as a CalculatorGUI class. This class would handle creating the JFrame, buttons, layout, and event listeners.
2. **Calculator Logic:**  
Create a separate class for performing calculator operations, named CalculatorEngine or similar. This class would handle the arithmetic and mathematical operations, including memory functions, button evaluations, and error handling.
3. **Operator Handling:**  
Move the operator-related logic, including the Operator enum and calculation methods, into the CalculatorEngine class. This class can encapsulate the operation behavior.
4. **Result Formatting:**  
Create a utility class or method for formatting calculation results. This utility can handle the formatting logic within a single place.

By following these refactoring suggestions, each class and method would have a more clearly defined responsibility, aligning with the Single Responsibility Principle. This division of responsibilities not only improves code organization but also makes the codebase more maintainable, testable, and extensible.

Rishab: Are the chosen layers appropriate for this calculator application to adhere to Clean Architecture (Robert C. Martin), or should they be changed in some capacity?

GPT: The chosen layers in the provided calculator application have a basic separation of concerns, which can contribute to maintainability and organization, even though they might not strictly align with the Clean Architecture principles. Here's a breakdown of the chosen layers:

Presentation Layer (GUI Logic):

The code separates the GUI setup, button creation, and event handling into its own part. This layer corresponds to the "Interface Adapters" layer in Clean Architecture, as it adapts the core logic to the user interface framework (Swing). By encapsulating GUI-related functionality, it promotes separation between user interactions and core calculations.

Calculator Logic:

The core mathematical operations, memory functions, and error handling are grouped together. While not fully represented in the Clean Architecture layers, this separation does provide a logical organization of the calculator's functionality. This layer can be seen as a combination of the "Entities" and "Use Cases" layers, as it contains the core business logic and orchestrates the operations.

Although the chosen layers may not be a perfect match for Clean Architecture, they still offer a clear separation between the GUI logic and the core calculator functionality. This separation improves code readability, maintainability, and testability by grouping related functionality together.

By redistributing responsibilities among these layers, the application can adhere more closely to the Clean Architecture principles and separated layers, such as Entities, Use Cases, Interface Adapters, and Frameworks, which aim to decouple the core business logic from external frameworks and ensure modularity, maintainability, and testability.

Rishab: Are there repetitions in the code that require refactoring / elimination?

GPT: There are some repetitions in the code that could benefit from refactoring to improve code quality and maintainability. Some of the repeated patterns include:

#### Button Text Matching:

The patterns for matching button texts in various sections of the code, like `n4Functions`, `fourFunctions`, and button text checks in `processButton` method, are repeated. These patterns could be consolidated into a single place to improve consistency and reduce redundancy.

#### Mathematical Operations:

The repetitive structure of the `doMathN4` and `doMath4F` methods could be refactored into a common method that handles the mathematical operations based on the selected operation. This would help reduce duplicated code and make future updates easier.

#### Display Text Manipulation:

There are similar patterns for manipulating the display text based on user input (number or decimal). These patterns could be consolidated into a single method to handle text manipulation in a consistent manner.

By identifying and addressing these repetitions through refactoring, you can improve code readability, maintainability, and reduce the chances of introducing bugs during updates or modifications.

Rishab: Is using the null layout problematic in terms of adjusting button sizes or positions?

GPT: The use of a null layout (`LinearLayout`) in this calculator implementation allows for precise control over the positioning and sizing of GUI components, such as buttons and the display area. While a null layout is not recommended for all types of applications, it might be suitable in this specific case for the following reasons:

1. Fixed Layout:

The calculator GUI has a fixed layout with a set number of buttons organized in rows and columns. The buttons have predetermined sizes and positions, and they are not expected to be dynamically added or resized during runtime. Therefore, a null layout can provide the necessary control over the exact positioning and dimensions of the buttons.

2. Control Over Positioning:

With a null layout, you can specify the exact coordinates (x, y) for each button on the screen. This is essential for creating a calculator-like layout where buttons are aligned and organized in a grid pattern.

3. Pixel-Level Control:

Using a null layout allows you to define button sizes in pixels, ensuring a consistent appearance regardless of the platform or screen size.

4. Simplicity:

Given the relatively small number of buttons and simple layout requirements, a null layout can simplify the design and implementation process.

However, it's important to note that while a null layout might provide more control over positioning and sizing, it also comes with potential downsides:

1. Not Responsive

The GUI might not adapt well to different screen sizes, resolutions, or font scaling settings, which can lead to a less user-friendly experience on certain devices.

2. Hard to Maintain:

If changes to the layout or button sizes are needed in the future, it can be more challenging to make adjustments using a null layout.

3. Platform-Dependent:

The layout might look different or behave inconsistently on different operating systems or Java Runtime Environments.

4. Code Complexity:

The code can become harder to read and understand, especially as the GUI becomes more complex.

In summary, while a null layout provides control over the positioning and sizing of components, it should be used judiciously and only in cases where the layout is relatively simple, fixed, and not expected to change frequently. In more complex or dynamic GUIs, using layout managers that support responsive design is generally recommended to ensure a consistent and adaptable user experience.

Rishab: Should I be aware of any ethical considerations when designing a calculator?

GPT: While designing a calculator may seem like a straightforward task, there are still a few ethical considerations that you should be aware of:

1. Accuracy and Reliability:

A calculator is used to perform calculations that users rely on for accurate results. It's crucial to ensure that your calculator functions correctly and provides accurate calculations. Any inaccuracies or errors in calculation could lead to incorrect decisions or financial losses for users.

2. Usability and Accessibility:

Ensure that your calculator's user interface is designed to be user-friendly and accessible to a wide range of users, including those with disabilities. Consider providing options for adjusting font sizes, contrast, and input methods to accommodate various user needs.

3. Transparency:

If your calculator includes any advanced functions, algorithms, or proprietary calculations, be transparent about how they work. Users have the right to know the methods used to perform calculations and make informed decisions about using the calculator.

4. Privacy and Data Security:

If your calculator app collects any user data, such as usage patterns or personal information, make sure to handle it responsibly and ethically. Clearly communicate your data collection practices and obtain user consent when necessary.

5. Advertising and Monetization:

If your calculator app includes advertisements or is monetized in any way, ensure that the advertising content is appropriate and doesn't mislead users. Avoid deceptive advertising practices that might compromise the trust users have in your app.

6. Cultural Sensitivity:

Be mindful of cultural differences when designing the user interface and choosing symbols or terminology for functions. Certain symbols or terms might have different meanings in different cultures, so it's important to avoid unintentional offense.

7. Educational Use:

If your calculator is intended for educational purposes, ensure that it doesn't promote cheating or unethical behavior. Clearly communicate the intended use and limitations of the calculator to users.

8. Open Source and Attribution:

If you use open-source libraries or components in your calculator app, make sure to adhere to the licenses and provide proper attribution. Respect the rights and contributions of the open-source community.



9. Update and Support:

If you release a calculator app, provide ongoing support and updates to address any issues or bugs that may arise. Users rely on the calculator's accuracy and functionality, so it's important to maintain its quality over time.

10. User Feedback:

Be open to user feedback and address any concerns or suggestions that users provide. This demonstrates responsiveness and a commitment to improving the user experience.

Remember that even seemingly simple applications like calculators can have an impact on users' lives. Ethical considerations play a role in ensuring that your calculator app is trustworthy, reliable, and respectful of users' needs and expectations.

Rishab: Here's my updated code: (refer to Appendix B) The two design patterns the updated code is supposed to be based on are: the Singleton Pattern, and the Command Pattern. Explain whether the program effectively replicates the characteristics of such patterns, and what could be done to improve it.

GPT: Singleton Pattern:

Characteristics of the Singleton pattern are:

- Private constructor to prevent other classes from instantiating more than one object of the Singleton class.
- A private static final instance of the class that is immediately instantiated.
- A public static method to provide access to the single instance.

In the provided code, we can see:

1. There's a private constructor: `private Calculator() { ... }`
2. There's a private static final instance: `private static final Calculator instance = new Calculator();`
3. There's a public static method, `getInstance()`, but it's empty and doesn't return the instance.

Verdict:

The code indeed attempts to implement the Singleton pattern, but the `getInstance()` method needs to be corrected to make it a proper Singleton. The corrected method should look like:

```
public static Calculator getInstance() {  
    return instance;  
}
```

Command Pattern:

The command pattern typically involves:

- Command objects that encapsulate a request.
- Invoker objects that know how to request the command.
- Receiver objects that know how to perform the command.

In the provided code:

1. Button actions (like "+", "-", "=") can be seen as commands.
2. The JButton components act as invokers that, when pressed, trigger an action (the command).
3. The Calculator class methods (`doMathN4`, `doMath4F`, `evaluateEquals`, etc.) act as receivers performing the desired actions based on the command.

However, the implementation isn't a clear separation of concerns like in a traditional Command Pattern. A more classic Command Pattern implementation would separate the Command, Invoker, and Receiver more distinctly, possibly into different classes or interfaces. The action each button performs would be encapsulated into separate Command objects. The Invoker would simply execute these commands without knowing the specifics of their implementation.

Verdict:

The code gives a glimpse of the Command pattern through its structure, but it's not a full and clear representation. To better align with the Command pattern, you would:

1. Create Command interfaces/classes for each action.
2. Decouple the logic from the UI (JButton components) more cleanly by moving the logic into the Command classes.
3. The invoker (in this case, the button press) should only have knowledge about the Command it needs to execute and not the logic behind that command.

Rishab: Alternatively, would it be a better idea to update the project such that it is based on the factory pattern, primarily for the purpose of creating buttons based on certain criteria (e.g., like a second function on scientific calculators)?

GPT: While the factory pattern is powerful for situations with diverse object creation needs, its application for a calculator with only two modes might introduce unnecessary complexity. Thus, here's are the two main reasons as to why the factory pattern might not be the best fit for this specific application:

1. Performance Overhead: While the performance hit would likely be negligible in most situations, introducing a factory could incur a small overhead due to the extra function calls and object creation procedures. This could be avoided with a simpler approach.
2. Learning Curve: For developers new to the project, understanding a factory pattern might take a bit more time than understanding a simple switch between two modes. If multiple developers work on this project, or if it's an open-source project, it's crucial to keep the code as intuitive as possible.

In conclusion, while the factory pattern is powerful for situations with diverse object creation needs, its application for a calculator with only one state might introduce unnecessary complexity. However, always consider the future needs and potential expansions of the project when making architectural decisions.

Rishab: Would using high contrast colour schemes help make sure the calculator is accessible to users with disabilities, such as those with poor vision? Or should more be done to ensure this application is as accessible as possible?

GPT: Using high contrast color schemes can certainly help improve the accessibility of your calculator application for users with visual impairments or poor vision. High contrast colors make it easier for users to distinguish between different elements on the screen and read the content. However, there are several additional steps you can take to ensure that your application is as accessible as possible:

1. Text Size and Font:  
Use a legible font with adjustable text sizes. Allow users to increase or decrease the font size to suit their preferences. This can benefit users with varying levels of visual impairment.
2. Alternative Text:  
If your calculator uses icons or images, provide alternative text that describes the purpose of each icon or image. This is essential for users who rely on screen readers.

3. Keyboard Navigation:

Ensure that users can navigate and operate your calculator using keyboard shortcuts and tab navigation. This is important for users who may have difficulty using a mouse.

4. Screen Reader Compatibility:

Test your application with screen readers to ensure that all elements are properly labeled and read out to users. Use semantic HTML to enhance screen reader compatibility.

5. Contrast Ratio:

While high contrast is helpful, also ensure that the contrast ratio between text and background meets accessibility standards. This ensures that text is legible for users with low vision.

By taking these steps, you can create an application that is not only visually accessible but also functional and usable for users with disabilities. It's important to recognize that accessibility is an ongoing process, and continuous efforts should be made to improve the user experience for all users, regardless of their abilities.

Rishab: What should be considered when trying to incorporate memory functions (MC, MR, MS, M+) into this calculator for added functionality? Be descriptive as it pertains to the state of clean architecture and good design principles.

When incorporating memory functions (MC, MR, MS, M+) into your calculator for added functionality, there are several considerations to keep in mind:

Modularity:

Implement memory functions as separate components or modules. This isolates memory-related logic from the calculator's core functionality, ensuring clean architecture.

Abstraction:

Define clear interfaces for memory operations (MC, MR, MS, M+). Use abstraction to decouple memory-related actions from the specific implementation, promoting good design practices.

Dependency Injection:

Inject memory functionality into the calculator rather than hardcoding it. This facilitates unit testing and allows for easy replacement or expansion of memory-related behavior.

Single Responsibility:

Ensure memory components have a single responsibility: managing memory operations. This improves code readability and maintainability.

Data Persistence:

Consider how memory values are stored between calculator sessions. Implement a mechanism to persist memory values, perhaps using a simple data storage solution.

By following these considerations, you can seamlessly integrate memory functions into your calculator application while maintaining a clean architecture, good design practices, and a well-structured program.

Rishab: In order to make the calculator app more versatile and user-friendly, provide me with 4-5 suggestions regarding additional features or improvements that can be implemented to enhance the overall user experience?

Certainly! Here are 4-5 suggestions to make your calculator app more versatile and user-friendly:

1. History Tracking:  
Implement a history log that records the sequence of operations and calculations performed by the user. This allows users to review and edit their calculations, making it easier to catch errors and backtrack when needed.
2. Unit Conversion:  
Add a unit conversion feature that lets users easily convert between different units, such as length, weight, temperature, and more. This can save users time and provide a quick reference tool.
3. Customizable Themes:  
Offer a variety of color themes and font options that users can choose from. Customizable themes allow users to personalize the calculator's appearance to their preference and improve accessibility for those with visual impairments.
4. Voice Input:  
Incorporate voice recognition capabilities so users can input calculations using their voice. This feature can be particularly helpful for users with limited mobility or for those who prefer a hands-free approach.
5. Graphing Functionality:  
Integrate basic graphing capabilities that allow users to visualize mathematical functions and equations. Users can input equations, and the calculator displays corresponding graphs, aiding in educational and engineering contexts.

Remember to prioritize user testing and feedback while implementing new features to ensure they genuinely enhance the user experience and align with your target audience's needs.

Rishab: Given the calculator functions in the provided code (addition, subtraction, multiplication, division, square root, handling decimals, reset, etc.) could you suggest randomized additional tests to ensure comprehensive coverage, especially focusing on operations like reciprocal and handling negative numbers?

Here's a simple outline based on what you described:

testAddition

Verifies the calculator's ability to perform addition.

testSubtraction

Validates the calculator's subtraction functionality.

testMultiplication

Confirms the calculator can multiply numbers correctly.

testDivision

Assesses the calculator's ability to divide numbers.

testSquareRoot

Tests the calculator's square root function.

testDecimals

Validates the calculator's handling of operations involving decimal numbers.

testSquare

Checks the calculator's ability to square a number.

### testMultipleOperations

Evaluates the calculator's handling of consecutive operations without resetting in between.

### testReset

Validates the calculator's ability to reset to its default state.

### testReciprocal

Tests the calculator's reciprocal function (finding 1 divided by the number).

### testNegativeNumbers

Confirms the calculator's handling of negative numbers, especially during subtraction.