Aplikasi yang dibuat: Calculator app

Graphical user interface, application

Description automatically generated

Aplikasi kalkulator simpel yang dapat dilakukan empat operator, yaitu: penambahan, pengurangan, perkalian, dan pembagian.

Setelah menginput 2 angka dalam LineEdit di atas, pengguna memencet “Solve” untuk mendapatkan jawaban dari kedua angka tersebut.

Mainwindow.h:

#ifndef MAINWINDOW\_H

#define MAINWINDOW\_H

#include <QMainWindow>

namespace **Ui** {

class **MainWindow**;

}

class **MainWindow** : public QMainWindow

{

Q\_OBJECT

public:

explicit **MainWindow**(QWidget \*parent = nullptr);

~***MainWindow***();

private:

Ui::MainWindow \*ui;

private slots:

void **Solve**();

};

#endif // MAINWINDOW\_H

Main.cpp:

#include "mainwindow.h"

#include <QApplication>

int main(int argc, char \*argv[])

{

QApplication a(*argc*, argv);

MainWindow w;

w.show();

return a.exec();

}

MainWindow.cpp:

#include "mainwindow.h"

#include "ui\_mainwindow.h"

MainWindow::**MainWindow**(QWidget \*parent) :

QMainWindow(parent),

ui(new Ui::MainWindow)

{

ui->setupUi(this);

QPushButton \*resultButton = MainWindow::findChild<QPushButton \*>("pushButton");

connect(resultButton, SIGNAL(pressed()), this, SLOT(Solve()));

}

MainWindow::~***MainWindow***()

{

delete ui;

}

void MainWindow::**Solve**(){

QString firstNum = ui->lineEdit->text();

QString secondNum = ui->lineEdit\_2->text();

QString comboBox = ui->comboBox->currentText();

double result = 0;

if(QString::compare(comboBox, "+") == 0){

result = firstNum.toDouble() + secondNum.toDouble();

}else if(QString::compare(comboBox, "-") == 0){

result = firstNum.toDouble() - secondNum.toDouble();

}

else if(QString::compare(comboBox, "/") == 0){

result = firstNum.toDouble() / secondNum.toDouble();

}

else{

result = firstNum.toDouble() \* secondNum.toDouble();

}

ui->result->setText(QString::number(result));

}