Design a calculator to apply functions of summation, subtraction, multiplication, and division between two numbers. This program was implemented using GUI functions in MATLAB.

function varargout = calculator(varargin)

% CALCULATOR MATLAB code for calculator.fig

% CALCULATOR, by itself, creates a new CALCULATOR or raises the existing

gui\_Singleton = 1;

gui\_State = struct('gui\_Name', mfilename, ...

'gui\_Singleton', gui\_Singleton, ...

'gui\_OpeningFcn', @calculator\_OpeningFcn, ...

'gui\_OutputFcn', @calculator\_OutputFcn, ...

'gui\_LayoutFcn', [] , ...

'gui\_Callback', []);

if nargin && ischar(varargin{1})

gui\_State.gui\_Callback = str2func(varargin{1});

end

if nargout

[varargout{1:nargout}] = gui\_mainfcn(gui\_State, varargin{:});

else

gui\_mainfcn(gui\_State, varargin{:});

end

function calculator\_OpeningFcn(hObject, eventdata, handles, varargin)

handles.output = hObject;

% Update handles structure

guidata(hObject, handles);

function varargout = calculator\_OutputFcn(hObject, eventdata, handles)

varargout{1} = handles.output;

function edit3\_Callback(hObject, eventdata, handles)

function edit3\_CreateFcn(hObject, eventdata, handles)

if ispc && isequal(get(hObject,'BackgroundColor'), get(0,'defaultUicontrolBackgroundColor'))

set(hObject,'BackgroundColor','white');

end

function edit1\_Callback(hObject, eventdata, handles)

edit1 as a double

function edit1\_CreateFcn(hObject, eventdata, handles)

if ispc && isequal(get(hObject,'BackgroundColor'), get(0,'defaultUicontrolBackgroundColor'))

set(hObject,'BackgroundColor','white');

end

function pushbutton4\_Callback(hObject, eventdata, handles)

a=str2num(get(handles.edit1,'string'));

b=str2num(get(handles.edit3,'string'));

c=a/b;

set(handles.text4,'string',c);

function pushbutton3\_Callback(hObject, eventdata, handles)

a=str2num(get(handles.edit1,'string'));

b=str2num(get(handles.edit3,'string'));

c=a\*b;

set(handles.text4,'string',c);

function pushbutton2\_Callback(hObject, eventdata, handles)

a=str2num(get(handles.edit1,'string'));

b=str2num(get(handles.edit3,'string'));

c=a-b;

set(handles.text4,'string',c);

function pushbutton1\_Callback(hObject, eventdata, handles)

a=str2num(get(handles.edit1,'string'));

b=str2num(get(handles.edit3,'string'));

c=a+b;

set(handles.text4,'string',c);