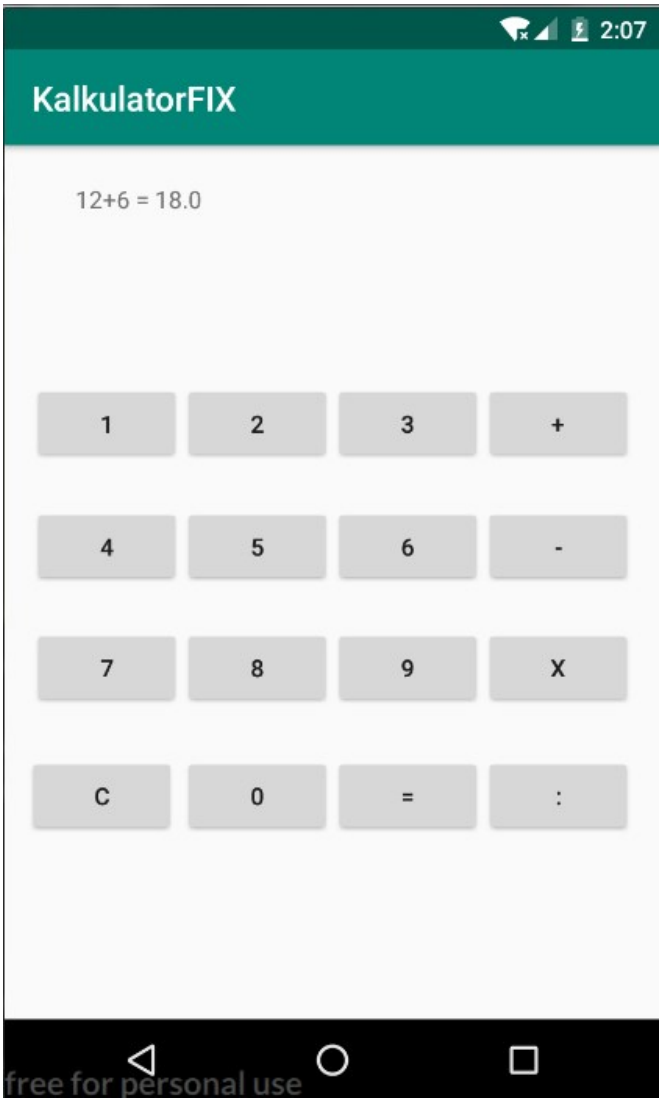
Pseudo Code

Algoritma Kalkulator :

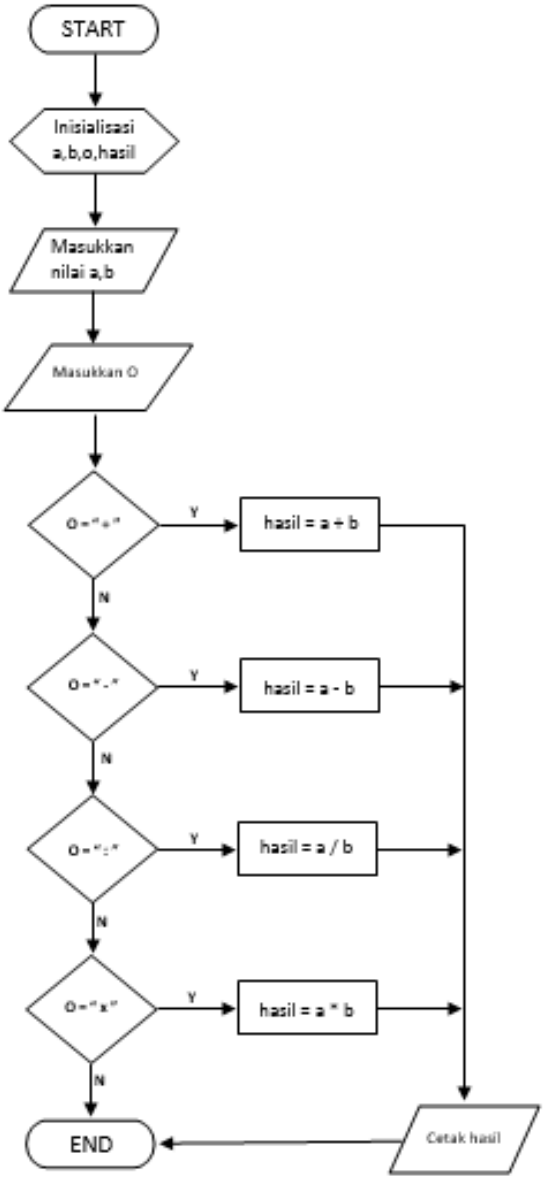
Tentukan pilihan operasi yang akan di gunankan

“+” penjumlahan
“-” pengurangan
“:” pembagian
“x” perkalian

4. Jika input “+” maka hitung a+b = hasil penjumlahan
5. Jika input “-” maka hitung a-b = hasil pengurangan
6. Jika input “:” maka hitung a:b = hasil pembagian
7. Jika input “x” maka hitung axb = hasil perkalian
8. Program end



Flowchart :



//FUNGSI OPERATOR Hitung

```
private boolean isOperator(char op){
        switch (op){
            case '+':
            case '-':
            case 'X':
            case ':':return true;
            default: return false;
        }
    }
```

//Fungsi Operasi

```
private float operate(String a, String b, String op){
        switch (op){
            case "+": return Float.valueOf(a) + Float.valueOf(b);
            case "-": return Float.valueOf(a) - Float.valueOf(b);
            case "X": return Float.valueOf(a) * Float.valueOf(b);
            case ":": try{
                return Float.valueOf(a) / Float.valueOf(b);
            }catch (Exception e){
                Log.d("Calc", e.getMessage());
            }
            default: return -1;
        }
    }
```

//onClick Operator

```
public void onClickOperator(View v){
        if(display == "") return;

        Button b = (Button)v;

        if(result != ""){
            String _display = result;
            clear();
            display = _display;
        }

        if(currentOperator != ""){
            Log.d("CalcX", ""+display.charAt(display.length()-1));
            if(isOperator(display.charAt(display.length()-1))){
                display = display.replace(display.charAt(display.length()-1), b.getText().charAt(0));
                updateScreen();
                return;
            }else{
                getResult();
                display = result;
                result = "";
            }
            currentOperator = b.getText().toString();
        }
        display += b.getText();
        currentOperator = b.getText().toString();
        updateScreen();
    }
```