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HND COMPUTER SCIENCE 2

CREATING A CALCULATOR USING VISUAL BASIC

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Public Class Calculator

    Dim operatorisset As Boolean = False
    Dim firstnumber, secondnumber As Double
    Dim operators As Integer
    Sub valuechange(ByVal num As String)
        If calculatortext.Text <> "0" Then
            calculatortext.Text += num
        Else
            calculatortext.Text = num
        End If
    End Sub

    Sub operatorMethod(ByVal sign As Integer)
        firstnumber = calculatortext.Text
        secondnumber = calculatortext.Text
        operatorisset = True
        calculatortext.Text = 0
        operators = sign
    End Sub

    Private Sub onebutton_Click(sender As Object, e As EventArgs) Handles onebutton.Click

        If calculatortext.Text <> "0" Then
            calculatortext.Text += "1"
        Else
            calculatortext.Text = "1"
        End If

    End Sub

    Private Sub twobutton_Click(sender As Object, e As EventArgs) Handles twobutton.Click
        If calculatortext.Text <> "0" Then
            calculatortext.Text += "2"
        Else
            calculatortext.Text = "2"
        End If
    End Sub

    Private Sub threebutton_Click(sender As Object, e As EventArgs) Handles
threebutton.Click
        If calculatortext.Text <> "0" Then
            calculatortext.Text += "3"
        Else
            calculatortext.Text = "3"
        End If
    End Sub
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    Private Sub fourbutton_Click(sender As Object, e As EventArgs) Handles
fourbutton.Click
        If calculatortext.Text <> "0" Then
            calculatortext.Text += "4"
        Else
            calculatortext.Text = "4"
        End If
    End Sub

    Private Sub fivebutton_Click(sender As Object, e As EventArgs) Handles
fivebutton.Click
        If calculatortext.Text <> "0" Then
            calculatortext.Text += "5"
        Else
            calculatortext.Text = "5"
        End If
    End Sub

    Private Sub sixbutton_Click(sender As Object, e As EventArgs) Handles sixbutton.Click
        If calculatortext.Text <> "0" Then
            calculatortext.Text += "6"
        Else
            calculatortext.Text = "6"
        End If
    End Sub

    Private Sub sevenbutton_Click(sender As Object, e As EventArgs) Handles
sevenbutton.Click
        valuechange("7")
    End Sub

    Private Sub eigthbutton_Click(sender As Object, e As EventArgs) Handles
eigthbutton.Click
        valuechange("8")
    End Sub

    Private Sub ninebutton_Click(sender As Object, e As EventArgs) Handles
ninebutton.Click
        valuechange("9")
    End Sub

    Private Sub addbtn_Click(sender As Object, e As EventArgs) Handles addbtn.Click
        operatorMethod(1)
        '1 means addition
    End Sub

    Private Sub subbtn_Click(sender As Object, e As EventArgs) Handles subbtn.Click
        operatorMethod(2)
        '2 means subtraction
    End Sub

    Private Sub mulbtn_Click(sender As Object, e As EventArgs) Handles mulbtn.Click
        operatorMethod(3)
        '3 means multiplication
    End Sub

    Private Sub divbtn_Click(sender As Object, e As EventArgs) Handles divbtn.Click
        operatorMethod(4)
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    '4 means division
End Sub

Private Sub modbtn_Click(sender As Object, e As EventArgs)
    operatorMethod(5)
    '5 means Mod
End Sub

Private Sub equalbtn_Click(sender As Object, e As EventArgs) Handles equalbtn.Click
    If operatorisset = True Then
        secondnumber = calculatortext.Text
        If operators = 1 Then
            calculatortext.Text = firstnumber + secondnumber
        ElseIf operators = 2 Then
            calculatortext.Text = firstnumber - secondnumber
        ElseIf operators = 3 Then
            calculatortext.Text = firstnumber * secondnumber
        ElseIf secondnumber = 0 Then
            calculatortext.Text = "ERROR!!!!"
        Else
            calculatortext.Text = firstnumber / secondnumber
        End If
        operatorisset = False
    End If
End Sub

Private Sub zerobtn_Click(sender As Object, e As EventArgs) Handles zerobtn.Click
    valuechange(0)
End Sub

Private Sub dotbtn_Click(sender As Object, e As EventArgs) Handles dotbtn.Click
    If Not (calculatortext.Text.Contains(".")) Then
        calculatortext.Text += "."

    End If
End Sub

Private Sub sinbtn_Click(sender As Object, e As EventArgs) Handles sinbtn.Click
    firstnumber = Math.Sin(calculatortext.Text * 3.1415926535897931 / 180)
    calculatortext.Text = firstnumber
End Sub

Private Sub cosbtn_Click(sender As Object, e As EventArgs) Handles cosbtn.Click
    firstnumber = Math.Cos(calculatortext.Text * 3.1415926535897931 / 180)
    calculatortext.Text = firstnumber
End Sub

Private Sub tanbtn_Click(sender As Object, e As EventArgs) Handles tanbtn.Click
    firstnumber = Math.Tan(calculatortext.Text * 3.1415926535897931 / 180)
    calculatortext.Text = firstnumber
End Sub

Private Sub squarebtn_Click(sender As Object, e As EventArgs) Handles squarebtn.Click
    firstnumber = Math.Pow(calculatortext.Text, 2)
    calculatortext.Text = firstnumber
End Sub

Private Sub sqrtbtn_Click(sender As Object, e As EventArgs) Handles sqrtbtn.Click
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        firstnumber = Math.Sqrt(calculatortext.Text)
        calculatortext.Text = firstnumber
    End Sub

    Private Sub cubebtn_Click(sender As Object, e As EventArgs) Handles cubebtn.Click
        firstnumber = Math.Pow(calculatortext.Text, 3)
        calculatortext.Text = firstnumber
    End Sub

    Private Sub clrbtn_Click(sender As Object, e As EventArgs) Handles clrbtn.Click
        calculatortext.Text = "0"

    End Sub
End Class
```