

Project

Create a command line template project called Calculator

Lab 1



Classes:

Create a Class called Calculator_Brain

Properties

Calculator brain has a PRIVATE property called items that is NSMutableArray

Functions:

Calculator Brain Public methods

-(void)pushItem: (double) number;

adds a new number to the NSMutableArray of this class

-(double) calculate : (NSString *) operation;

use the private method pop item to remove the last element of the NSMutableArray
use if statements to see if the operation is + - or / or * and return the correct answer

Calculator Brain private method

-(double)popItem;

remove and returns the last element of the array

Hint NSNumber class is your friend

`[self popItem]+[self popItem];`

Test

Create an object of calculator brain in main and 2 numbers Of your choice to the class object and send a calculate message to the the object

```
[calculator_brain_object pushitem : number];  
[calculator_brain_object calculate : @"+"];
```


If you want to compare two strings use the method `isEqualToString` so `[operator isEqualToString:@""]`

When you want to access a property or method inside a class use `self`
Which is basically this in other languages. `Self.items`

`Nsmutablearray` has a method `lastobject` that just point to last the object and has another method `That removeslastobject` they are different

Use late instantiation to create your objects
Eg;

```
@property (nonatomic,strong)NSMutableArray *numbers;
```

```
(NSMutableArray*)numbers{  
    if(_numbers==nil){  
        _numbers = [[NSMutableArray alloc]init];  
    }  
    return _numbers;  
}
```

