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Java I

Sept 8, 2015

Lab02: UML USE Case

Calculator

My idea for the class group project is to create a calculator program.

It would be a simple calculator that a user could perform addition, subtraction, multiplication, division, percent and square root. Researching programs that would be doable for the beginning Java programmer I discovered that the basics of a calculator program would give the stepping stones to more complex programs such as advanced calculators and card games.

We would need a user to input numerical data. The use cases would include the Math functions of addition, subtraction, multiplication and division as well figuring percentage and square root numbers. The program would output results to the screen.