Calculator Class and Demo

Chapter 3

**********READ THESE INSTRUCTIONS**********

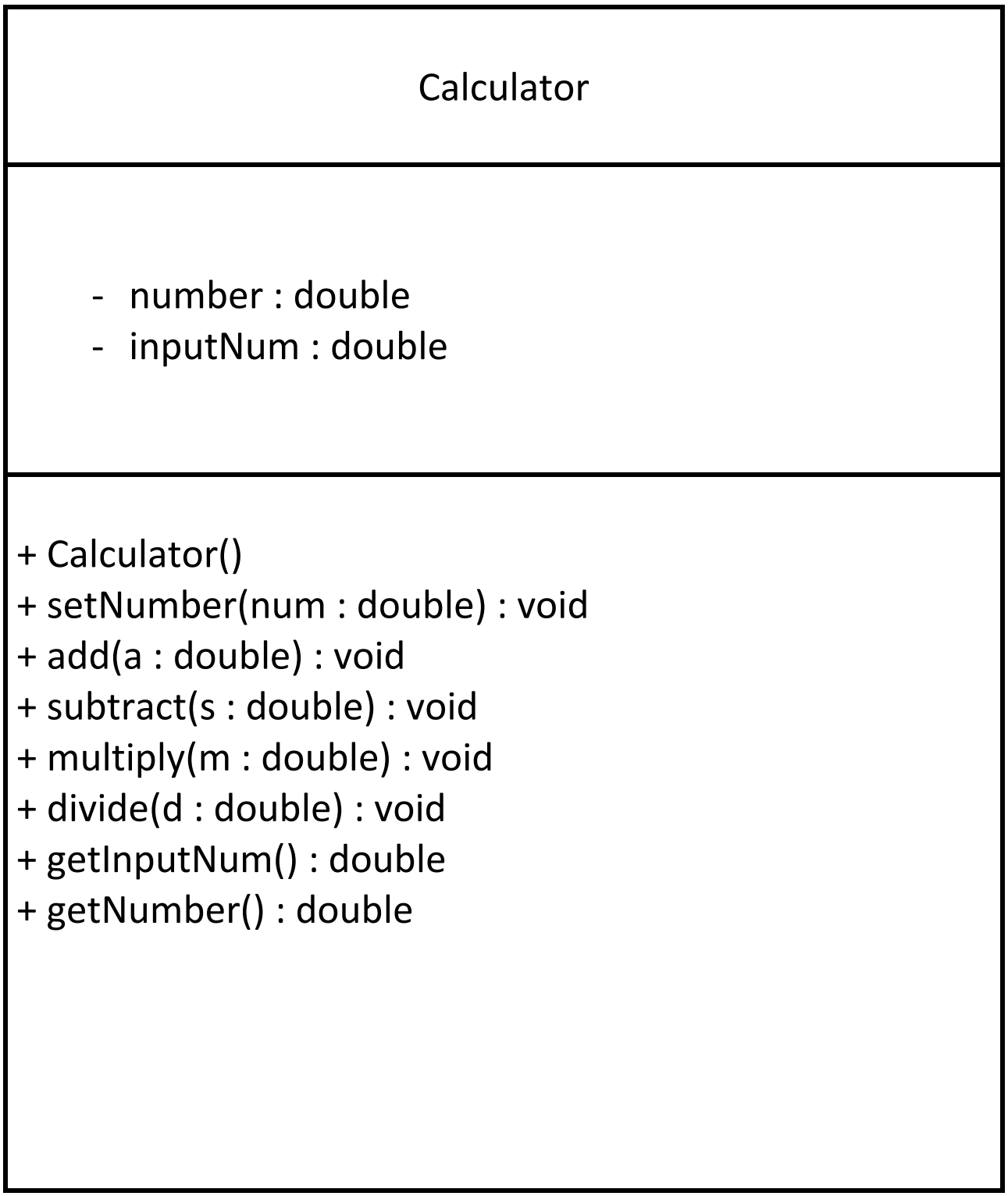
1. **Create a new Project called Calculator**.

2. **Create and code a class named Calculator**, according to the UML diagram on the other side of this sheet. The constructor should initialize the attributes to 0. The methods should perform the appropriate calculations assuming the provisioning of an initial number and subsequent input numbers (see demo below).

3. **Create and code a DemoCalc class** that instantiates a Calculator object, prompts the user for an initial number and subsequent numbers, while calling the appropriate methods needed to output the following ***sample*** statement:

"Enter an initial number."
"Your initial number is 20."
"Enter a number by which to divide 20."
"You entered 4. Your number is now 5."
"Enter a number by which to multiply 5."
"You entered 3. Your number is now 15."
"Enter a number to add to 15."
"You entered 7. Your number is now 22."

UML DIAGRAM


Calculator
- number : double
- inputNum : double
+ Calculator()
+ setNumber(num : double) : void
+ add(a : double) : void
+ subtract(s : double) : void
+ multiply(m : double) : void
+ divide(d : double) : void
+ getInputNum() : double
+ getNumber() : double