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CSCI25

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So to start off, I just want to say I only understand a little bit about the object calculator. I understand that it uses stacks and an operator to perform operations. The hard thing for me is understanding how the coding fits in with the logic and that I only know some parts of the logic. So now I'll talk about my code and what I think it means. I'll first talk about my header file which contains all my declarations. The first thing I have is my includes; cstdio, stack, and vector. These are the libraries that will allow me to use the operations that are included in their libraries. Next after that, I have my usings; std:: vector, std::stack, and std::printf. These tell my code that it will be using vectors, stacks, and printf. After these things, we have a class which contains my private and public codes. The private code can't be accessed by anything outside the class but can be accessed by the public. As for the public, this one can be accessed by anything outside the class. Now to start off, I named my class clac to make it somehow related to the assignment. Then in my private, I have struct dicho which is my stack for my code. In my struct dicho, I have int num and char op. Then I have dicho(int a, int b) and num a and op b. This to me basically tells my code that int will be named num and char will be named op. Then num will be known and a and op will be known as b and that in my stack dicho it will have an integer of numbers and characters. If I remember correctly this is because it can't use numbers but we can use letters to label numbers but I could be wrong about this. Next in my private, I have int addition(int, int), int subtraction(int, int), int multiplication(int, int), int division(int, int). To me this means that my calculator will know that it will be doing these types of calculations. Next time in my class is my public which has my stack named struct car that will go into my private to use all the codes in my private. My struct car is built similar to my struct dicho. I also have a vector<dicho> map_car_dicho(vector<car>) which I think allows my stack to be able to access my private class. The last thing I have in my public class is void road_in(vector<car>) which I think tells my vector that it will be used once only during an operation. That is all about my header file, I will now be talking about my cpp file.

So the first thing in my cpp file is #include "obj_calculator.hpp" which allows my cpp file to use everything in my header file. The next thing in my cpp file is my int main( ) and in my int main are my Calc::car with their integers and my load_eq which will help load my compilers. The last thing in my int main is my calc.road_in(load_eq) and my return 0 which I think will load my int main to my public class and will tell my int main when to stop. The next thing in my cpp file is void Calc::road_in(vector<car> x) { map_car_dicho(x); return ;} which I think tells my compiler to use this once and to stop when it is used once. The last thing I have in my cpp file is my vector<Calc::dicho> Calc::map_car_dicho(vector<Calc::car> x) which contains all my codes that I think uses my public class to tell what goes into the private class and what comes out of the private class.

This is what I got from looking at my code from my cpp file and my header file. Also what I understood from trying to do the assignment. I understand that we're not supposed to complete the coding for the assignment and that we were just supposed to understand what the assignment was about. So this concludes my written portion of the assignment obj_calc turnin.