Helping methods used in the program

**getPanel()**: displays the panel on the frame

**Prec(char ch):** used to fit the priority of operation in algorithm. To enrich concepts like DMAS and BODMAS in code, set default prioritize of operations using switch

**postfixToString(ArrayList<String> list)**: converts list items into a single String type variable that is further sent as expression for evaluation

Helping variables used

**int num1=0; int num2=0; int num3=0; int num4=0** : temporary variables used for all random variables

**int sum :** used to hold the sum of list members

**int answer:** Holds the evaluated answer from the text field

**private ArrayList<Integer> list** : this list contains all the cards in Integer type

**boolean repeated :** Flag variable helps to check if a number user has repeated or not

**Boolean isContained:** Flag variable helps to check if the user entered operands match the card numbers or not.