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Project Documention

Main (subclass) extends Application (superclass), which is used to start the program off. After that point both controllers, FXMLDocument and FXMLDocument2, which implement the interface Initializable, handle all input conditions as well as the switch between scenes and the error checking which is mostly checking for user input error. Attached is a UML diagram that illustrates how my calculator works.

Data is stored locally in variables in order to compute calculations. The about button gives a brief description about the project and it is printed out to the output window.

My project is a basic calculator that adds, subtracts, multiplies, and divides; however when you hit the Sci button more functionally is added to the graph via a scene change to a scientific calculator. If I could add anything to my project it would be the ability to go back to the basic calculator.