Class ViewController: UIViewController

var textView: UITextView!
var numberButtons: [UIButton]!
var operatorButtons: [UIButton]!
let viewModel: ViewModel

…

Class Model

var elements: [String]
var calcul: Calcul
var expressionIsCorrect: Bool
var expressionHaveEnoughElement: Bool
var canAddOperator: Bool
var expressionHaveResult: Bool

…

Class Calcul

func addition(ope1: Double, ope2: Double) -> Double
func substraction(op1: Double, op2: Double) -> Double
func multiplication(op1: Double, op2: Double) -> Double
func divide(op1: Double, op2: Double) -> Double

enum CalculType

case add
case substraction
case multiplie
case divide

View **Controller** **Model**