

roundTheCorners():
will round the corners of the button view for all buttons. Check if the button is 0, custom round parameters.

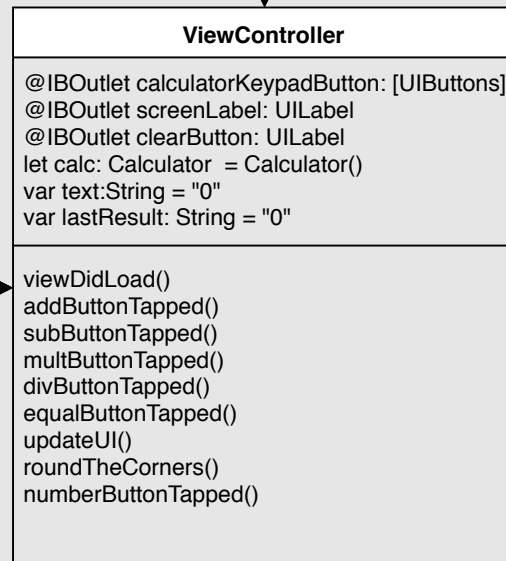
addButtonTapped():
subButtonTapped():
multButtonTapped():
divButtonTapped():
Set operation code.
set current text as calculator operand.
text = ""

numberButtonTapped():
check if the calc has finished to set the text to empty string
append the text with the sender button title

memoryPlusButtonTapped():
check if the text is empty, then set text as lastResult
call the addButtonTapped with the same sender

clearButtonTapped():
check if the text is not empty then remove the last element

negativeButtonTapped():
check if the text is not empty, check if the first letter is a negative sign then remove it, else add a negative sign



text:
Responsible for updating the screenLabel.text every time it gets changed.
didSet

lastResult:
Store the value of text when the user taps the equal button to be used with memoryPlusButtonTapped

equalButtonTapped():
set the calculator operand to current text
set text to the return value of calc.calculate()

updateUI():
roundTheCorners()
check if the screenLabel is empty, set the C button.text as AC

viewDidLoad():
screenLabel.text = ""
set the clearButton title to "AC"