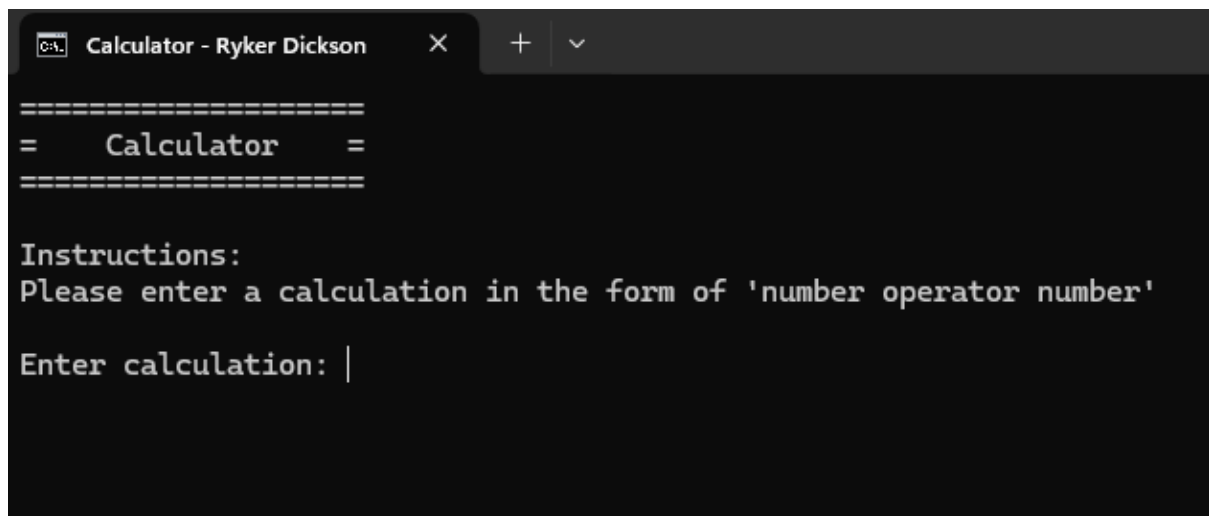


Object Oriented
Programming 1
Prof. Fred Stiebler

ICE 2

RYKER DICKSON

SS1: Initial screen

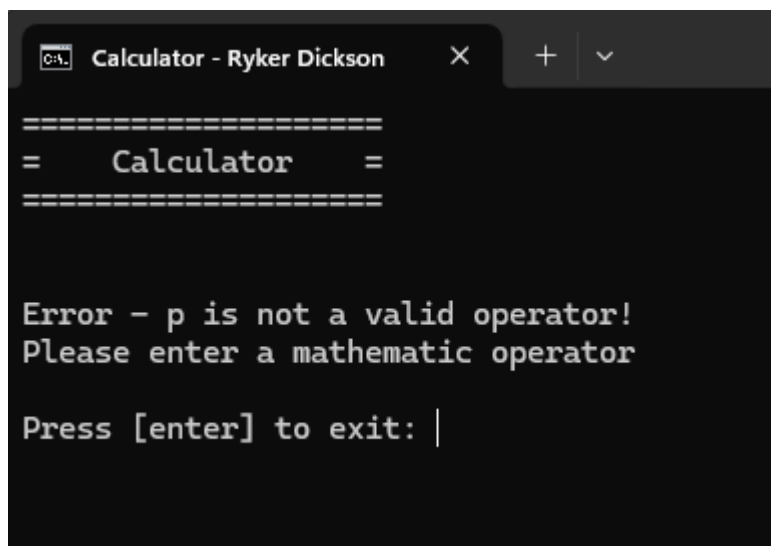


```
Calculator - Ryker Dickson X + v
=====
= Calculator =
=====

Instructions:
Please enter a calculation in the form of 'number operator number'

Enter calculation: |
```

SS2: Invalid operator

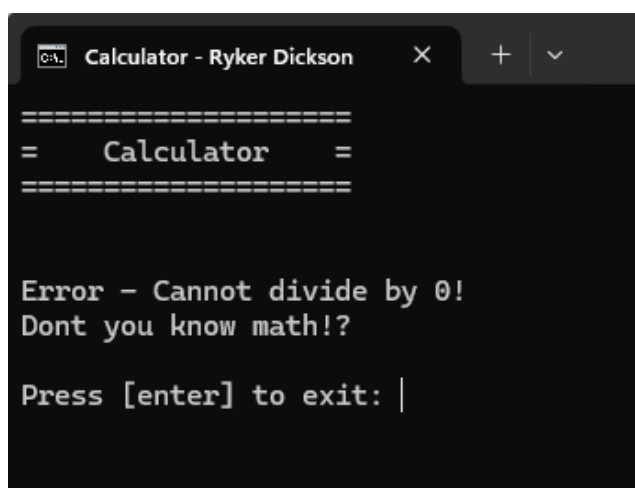


```
Calculator - Ryker Dickson X + v
=====
= Calculator =
=====

Error - p is not a valid operator!
Please enter a mathematic operator

Press [enter] to exit: |
```

SS3: Cannot divide by 0

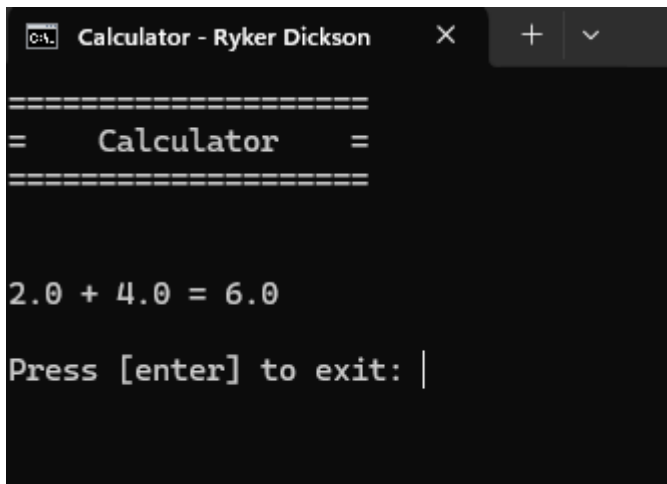


```
Calculator - Ryker Dickson X + v
=====
= Calculator =
=====

Error - Cannot divide by 0!
Dont you know math!?

Press [enter] to exit: |
```

SS4: + operator

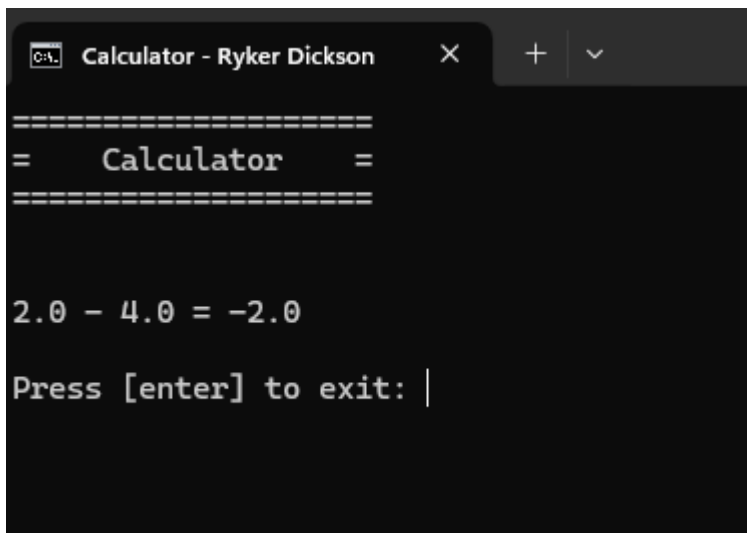


```
Calculator - Ryker Dickson X + v
=====
= Calculator =
=====

2.0 + 4.0 = 6.0

Press [enter] to exit: |
```

SS5: - operator

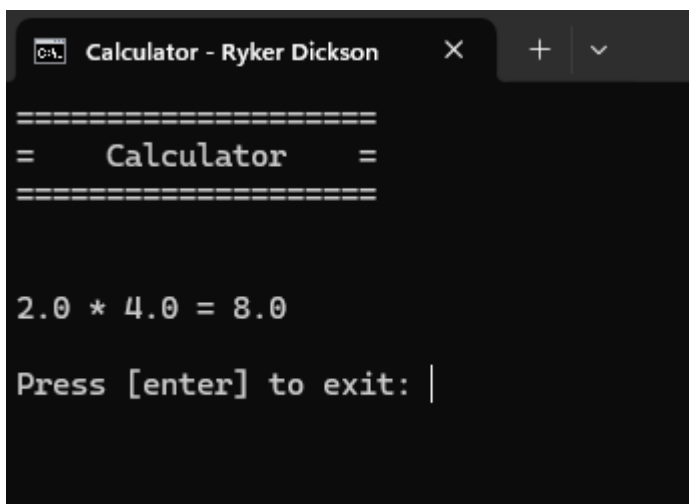


```
Calculator - Ryker Dickson X + v
=====
= Calculator =
=====

2.0 - 4.0 = -2.0

Press [enter] to exit: |
```

SS6: * operator

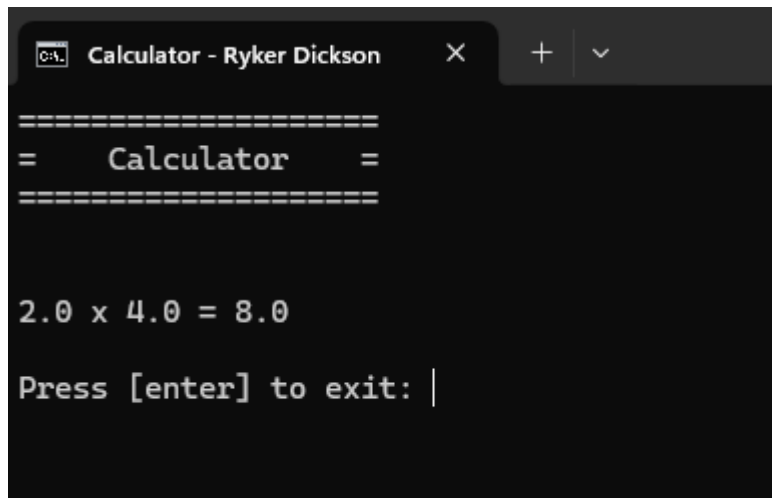


```
Calculator - Ryker Dickson X + v
=====
= Calculator =
=====

2.0 * 4.0 = 8.0

Press [enter] to exit: |
```

SS7: x operator

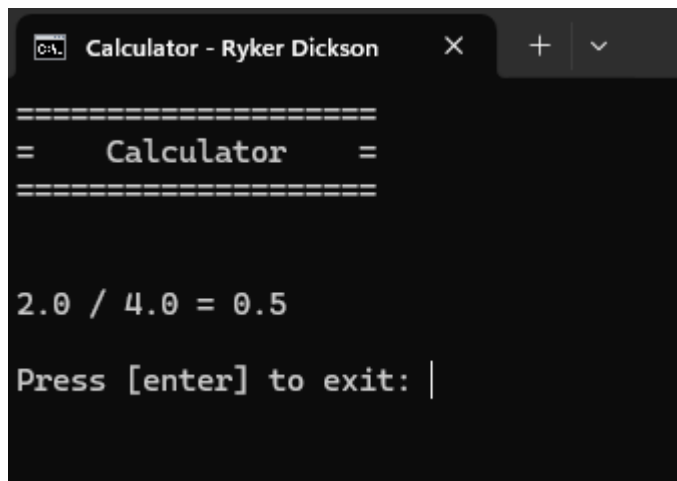


```
=====
=   Calculator   =
=====

2.0 x 4.0 = 8.0

Press [enter] to exit: |
```

SS8: / operator



```
=====
=   Calculator   =
=====

2.0 / 4.0 = 0.5

Press [enter] to exit: |
```

? QUESTION 1 – In Java what does the arithmetic operator ++ do?

Adds 1 to the variable its operating on and reassigns it to the new value

? QUESTION 2 – What is the difference between the switch and if statements?

if statements act based on set conditions, and switch statements act on set cases, where a switch statement is comparing a variable to each different case, while an if statement could do this, it would require much more typing and an if statement is better used for other conditional scenarios than matching variables.

