Object Oriented Programming

Lab 0 – 02/02/2021

Sam working at *Monginis* is really fed up of traditional pen-paper accounting methods. He realized that when people buy more than one products from his shop, he usually gets the calculation wrong.

Someone suggested him to take help of some students from BITS and thus he hires you as a Software Engineer to develop a calculator for him.

You are required to write a function *calculate(double num1, double num2, char operand)* which does all the basic operations (+,-,*,/,^) for him and returns the final value.

Notes-:

1. Make sure you import **java.io.*** and **java.util.***
2. Make sure you account for all the operators and invalid input cases.
3. For any indeterminate value or invalid operations, your program should return **Integer.MAX_VALUE.**
4. Ensure that name of file is the same as the class name with appropriate extension.
5. Ensure that the name of methods is same as those given in Javadoc. Failure to follow this instruction may cause deduction in credit even if the implementation is correct.
6. It is **not** recommended to use Math.pow() function. We recommend you using looping statements to get a sense of writing them.
7. For power operations, it is assumed that num2 would be an integer value
8. Once you have written the code, you can also check for compilation errors by going to specific directory where the code is present using cmd/terminal and running:
   javac *filename.java*
9. To test the number of test cases passing, import the junit4 library (as demonstrated) and run the imported jar file.
10. Once you are done with writing your code, and have made sure that it works, upload the solution on codePost for evalulation.

Best of Luck!

Prepared by – Kshitij Chhabra, Advait Pradhan, Avi Wadhwa, Arapan Baranwal