Name, type and purpose of each variable (in a table format)

|  |  |  |
| --- | --- | --- |
| Type | Name | Purpose |
| Double | Number | Used for first number input from the calculator |
| Double | Number2 | Used for the second number input from the calculator |
| Double | Answer | Used to display and add the totals together |
| String[] | Bluh | Used to split what is in the tbMaths so you can get the math symbol and the number |
| Double | Input | Used for advanced maths calculations like SQRT or Cos. |
| String | Output | Used to get the last item in the string to determine what maths to do eg “+”, “-”, “/” |

# Algorithms

Different algorithms are used throughout the calculator application to achieve the required answer for example if you are doing simple maths after clicking equals to acquire the answer you are looking for the application will get the maths symbol required to do the maths then send the data to the correct location. Once there it will add, minus, times or divide whatever maths you have given it

As for the more complicated maths such as Cos and Sin all you will need to do is enter some numbers in the top text field then click the advanced math method you would like to do to your equation.

Error handling has been done throughout the application using the try catch statements where it is needed. This handles all errors.

# Testing procedure

In order to get the application ready for sale I would recommend testing every single possible combination of equations (not numbers but symbols) to make sure there are no error and that it is giving you the correct answers. I would then be able to confirm that it is ready for customer release.

# Recommendation on upgrades

In the future an upgrade that I could recommend is adding a programming calculator or even PI to the existing calculator. This would make the application more usable to more people.