Java Programming Assignment: Simple Console Calculator

Objective: Create a basic console-based calculator in Java that performs addition, subtraction, multiplication, and division based on user input.

Requirements:

- 1. **User Input:** Your program must prompt the user to enter:
 - o The first number.
 - The second number.
 - An operator (+, -, *, or /).
- 2. **Conditionals:** Use if-else if statements (or a switch statement) to determine which arithmetic operation to perform based on the user-provided operator.
- 3. **Boolean Logic:** (Implicitly used in conditional checks for operators, but you can also explicitly check for valid operator input using boolean logic).
- 4. **Several Datatypes:** Utilize at least three different Java data types (e.g., double or int for numbers, String for the operator).
- 5. **Output:** Print the calculated result of the equation to the console.

Instructions:

- Start by getting the two numbers and the operator from the user.
- Implement the logic to perform the correct calculation based on the operator.
- Display the result clearly.

```
import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

    // Variables using different data types
        double firstNumber; // double data type for numbers
        double secondNumber; // double data type for numbers
        String operator; // String data type for operator
        double result = 0.0; // double data type for result
        boolean validOperator = false; // boolean data type for validation

        System.out.println("=== Basic Console Calculator ===");
        System.out.println("This calculator performs addition, subtraction, multiplication, and division.");
        System.out.println();

// Get first number from user
```

```
System.out.print("Enter the first number: ");
    firstNumber = scanner.nextDouble();
    // Get second number from user
    System.out.print("Enter the second number: ");
    secondNumber = scanner.nextDouble();
    // Clear the newline character left by nextDouble()
    scanner.nextLine();
    // Get operator from user
    System.out.print("Enter an operator (+, -, *, /): ");
    operator = scanner.nextLine();
    // Use if-else if statements to determine operation
    if (operator.equals("+")) {
       result = firstNumber + secondNumber;
      validOperator = true;
    } else if (operator.equals("-")) {
       result = firstNumber - secondNumber;
      validOperator = true;
    } else if (operator.equals("*")) {
       result = firstNumber * secondNumber;
      validOperator = true;
    } else if (operator.equals("/")) {
      // Check for division by zero using boolean logic
      if (secondNumber != 0) {
         result = firstNumber / secondNumber;
         validOperator = true;
      } else {
         System.out.println("Error: Division by zero is not allowed!");
         validOperator = false;
      }
    } else {
       System.out.println("Error: Invalid operator! Please use +, -, *, or /");
      validOperator = false;
    }
    // Display result if operation was valid
    if (validOperator) {
       System.out.println();
       System.out.println("Calculation: " + firstNumber + " " + operator + " " + secondNumber
+ " = " + result);
```

```
}
System.out.println("Thank you for using the calculator!");
scanner.close();
}
```

Part 1: Logical Operators (AND, OR, NOT)

- 1. true && false False
- 2. true | true True
- 3. !false True
- 4. false || false False
- 5. !(true && false) True
- 6. !true || true True
- 7. false && !true False
- 8. !false && !false True
- 9. true && (false || true) True
- 10. (false || true) && !false True

Part 2: Relational Operators (EQUALS, GREATER THAN, LESS THAN, GREATER OR EQUALS, LESS THAN OR EQUALS)

```
11. 10 == 10 True
12. 5 > 8 False
13. 95 < 90 False
14. 18 >= 18 True
15. 25 <= 26 True
```

Part 3: Mixed Operators with Integers

```
16. (7 > 5) && (5 != 7) True

17. (10 == 10) || (10 < 5) True

18. !(3 >= 8) && (3 + 8 > 10) True

19. (20 <= 20) || (25 > 20 && 20 < 25) True

20. (1 == 2) || (2 < 3) && (3 != 1) True
```