CALCULADORA

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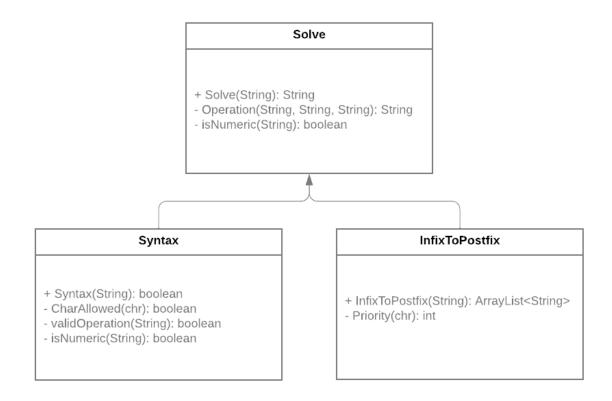
DESCRIPCIÓN DEL PROBLEMA

El proyecto está enfocado en el desarrollo de una aplicación que pueda usar procesos lógicos para facilitar la solución de problemas aritméticos de un nivel medio de complejidad. En otras palabras, un sistema que ayude a realizar operaciones matemáticas con un cierto grado de complejidad. El problema resulta en el diseño de una fórmula que pueda tomar una cadena de caracteres y la utilice para resolver la cadena de operaciones. Este método tiene varias complicaciones que se tienen que resolver para tener una calculadora funcional. Las dos más grandes complicaciones son: errores de escritura de la operación; y el traducir la cadena a un modo que la computadora pueda usar.

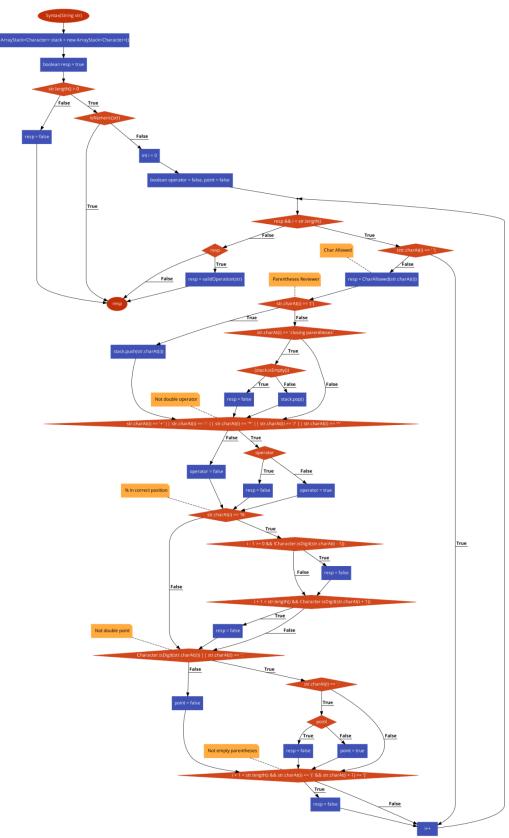
Primero, los errores de escritura en la operación se refiere a una expresión que utiliza mal los símbolos aritméticos y puedan provocar un error en el proceso de resolución. Por ello, es necesario crear un método que pueda detectar los errores y que invalide el método de resolución para evitar errores en la computadora. Segundo, traducir la cadena significa trasladar los caracteres del código a otra forma con la que la computadora pueda trabajar para dar solución a las expresiones. Este paso es importante ya que la calculadora usa pilas como forma de almacenamiento de datos y por la particularidad de ellas se requiere de diferentes métodos para poder usarlos en una calculadora. Esto requiere reorganizar los números y los símbolos para respetar las prioridades de operaciones aritméticas y no obtener resultados erróneos. Al final, el mayor reto de la calculadora es poder traducir para la computadora el orden de las funciones para seguir la prioridad de operaciones y el evitar errores que puedan tronar el código.

SOLUCIÓN DISEÑADA

UML

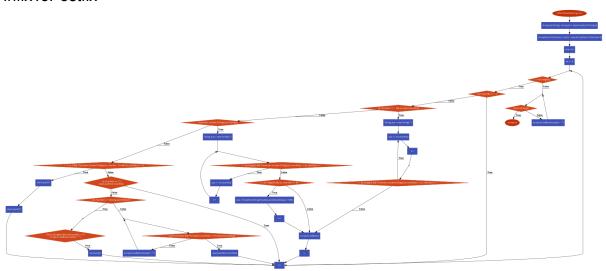


Algoritmos Principales Syntax

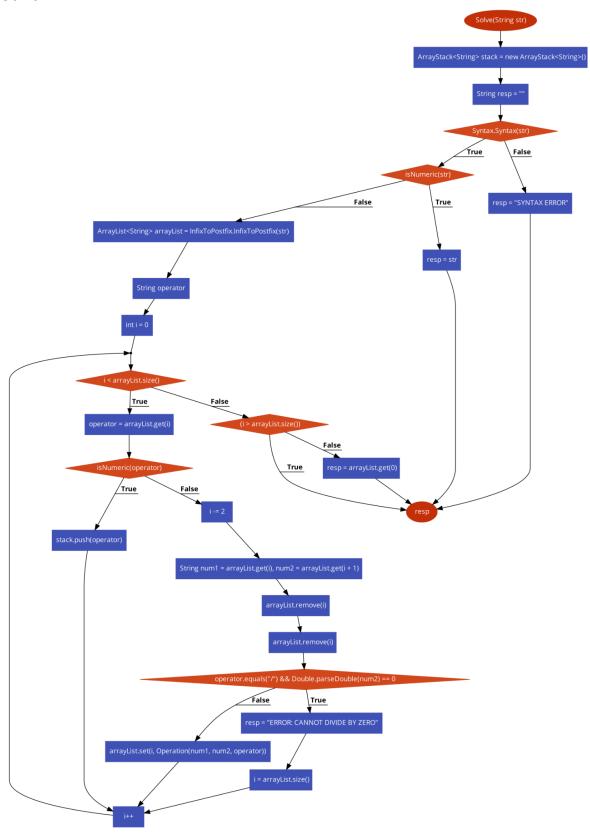


https://app.code2flow.com/5aS3Vmuf1LXO.svg

InfixToPostfix



https://app.code2flow.com/qJ7u4x5Lh6NQ.svg



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PRUEBAS

Las pruebas fueron realizadas en las 3 clases principales: Syntax, InfixToPostfix y Solve. Ya que estos son los algoritmos más complejos en el proyecto. Las pruebas realizadas fueron:

Syntax

- String vacío: "".
- Operación compleja con orden de operaciones: "3*((34+87)-3*(45)+(46/52)+(59+5))".
- Paréntesis desbalanceados: "(95-8)*(89/4))".
- Paréntesis desbalanceados en operación compleja:
 "3*(((648*5)-(978-65))+(1489/98))".
- Caracteres no válidos: "Hola".
- Espacios en la operación: "3 * ((34 + 87) 3(45) + (46 / 52) + (59 + 5))"
- Número sin operación: "3".
- Operación incompleta: "3+".
- Dobles operadores: "9-5*(3+-8)".
- Operaciones con punto decimal: "3.8+8.5".
- Operaciones con doble punto decimal: "33.8.5+8".
- Porcentajes: "3%*100".
- Paréntesis como multiplicación: "3(7)"

InfixToPostfix

- String vacío: "".
- Operación compleja con orden de operaciones: "3*((34+87)-3(45)+(46/52)+(59+5))".
- Paréntesis como multiplicación: "98+64(8489/45)".
- Porcentajes: "25%*100".
- Operación con orden de operación: "354+891*18/878".
- Potencias: "3541^5426".

Solve

- De 1 a 100,000 operaciones random, sencillas: "23.156*4.654", "48/486", "1489-87", "528+84", "84^58"..
- Operación compleja con orden de operaciones: "3*((34+87)-3(45)+(46/52)+(59+5))".
- Paréntesis como multiplicación: "98+64(8489/45)".
- Porcentajes: "25%*100".

LIMITACIONES DE LA SOLUCIÓN

La principal limitación que enfrentamos es que la calculadora aún tiene conflictos cuando se utiliza un número negativo (ej. -2) en cualquier tipo de operación.

Igualmente, otro aspecto a considerar es que al momento de hacer las pruebas notamos que los resultados que arroja nuestra calculadora difieren ligeramente con los resultados que arroja Java al momento de solucionar una ecuación. Sin embargo, nos dimos cuenta que nuestros resultados coinciden con los de otras calculadoras externas, a diferencia de los resultados que arroja Java.

POSIBLES MEJORAS Y CONCLUSIONES

En general, el código está bastante completo y es eficiente, sin embargo, eso no significa que no haya margen de mejora. Especialmente en torno a solucionar las limitaciones previamente enunciadas. Esto es la mejora o actualización del código para que pueda solucionar otro tipo de problemas matemáticos, como por ejemplo logaritmos y funciones trigonométricas tales como coseno, seno y tangente; también el agregar una funcionalidad que ayude al usuario a poner raíces de distintas potencias sin necesidad de ponerlo como una potencia en división. Además, agregando más funcionalidades al código, se puede programar para que este tenga una memoria, o sea, que pueda guardar el resultado obtenido, mejor conocido como "ans" en algunas otras calculadoras.

APÉNDICE

```
Syntax
Solve
InfixToPostfix
interface
```

```
while (resp && i < str.length()) {
              if (!(str.charAt(i) == ' ')) {
                // Char Allowed
                resp = CharAllowed(str.charAt(i));
                // Parentheses Reviewer
                if (Character.compare(str.charAt(i),
'(') == 0)
                   stack.push(str.charAt(i));
                if (Character.compare(str.charAt(i),
')') == 0) {
                   if (!(stack.isEmpty()))
                      stack.pop();
                   else resp = false;
                // Not double operator
                if (str.charAt(i) == '+' || str.charAt(i)
== '-' || str.charAt(i) == '*' || str.charAt(i) == '/' ||
str.charAt(i) == '^') {
                   if (operator)
                      resp = false;
                   else
                      operator = true;
                } else
                   operator = false;
```

```
// % in correct position
                 if (str.charAt(i) == '%') {
                    if (i - 1 >= 0 \&\&
!Character.isDigit(str.charAt(i - 1)))
                       resp = false;
                    if (i + 1 < str.length() &&
Character.isDigit(str.charAt(i + 1)))
                       resp = false;
                 // Not double point
                 if (Character.isDigit(str.charAt(i)) ||
str.charAt(i) == '.') {
                    if (str.charAt(i) == '.') {
                       if (point)
                         resp = false;
                       else
                         point = true;
                 } else
                    point = false;
                 // Not empty parentheses
                 if (i + 1 < str.length() &&
str.charAt(i) == '(' && str.charAt(i + 1) == ')')
                    resp = false;
              j++;
```

```
}
            if (resp)
               resp = validOperation(str);
      } else
         resp = false;
      return resp;
  }
   private static boolean CharAllowed(char chr) {
      return switch (chr) {
case '(', ')', `.', '+', '-', '*', '/', '^', '%', '0', '1', '2', '3', '4', '5', '6', '7', '8', '9' -> true;
         default -> false;
      };
   private static boolean validOperation(String str)
{
      boolean num1 = false, operator = false,
num2 = false;
      int i = 0;
      while (!num2 && i < str.length()) {
         char chr = str.charAt(i);
```

```
if (Character.isDigit(chr)) {
          if (num1 && operator)
             num2 = true;
          else
             num1 = true;
        } else {
          if (chr == '+' || chr == '-' || chr == '*' || chr
== '/' || chr == '^')
             operator = true;
        }
       į++;
     }
     return num1 && operator && num2;
  }
  private static boolean isNumeric(String
strNum) {
     if (strNum == null) {
        return false;
     try {
        double d = Double.parseDouble(strNum);
     } catch (NumberFormatException nfe) {
        return false;
     return true;
```

```
}
package Solve;
import InfixToPostfix.InfixToPostfix;
import Stack.ArrayStack;
import Syntax.Syntax;
import java.util.ArrayList;
public class Solve {
  public static String Solve(String str) {
     ArrayStack<String> stack = new
ArrayStack<String>();
     String resp = "";
     if (Syntax.Syntax(str)) {
        if (!isNumeric(str)) {
          ArrayList<String> arrayList =
InfixToPostfix.InfixToPostfix(str);
          String operator;
          int i = 0;
          while (i < arrayList.size()) {
             operator = arrayList.get(i);
             if (isNumeric(operator))
                stack.push(operator);
             else {
                i = 2;
```

```
String num1 = arrayList.get(i),
num2 = arrayList.get(i + 1);
               arrayList.remove(i);
               arrayList.remove(i);
               if (operator.equals("/") &&
Double.parseDouble(num2) == 0) {
                  resp = "ERROR: CANNOT
DIVIDE BY ZERO";
                  i = arrayList.size();
               } else
               arrayList.set(i, Operation(num1,
num2, operator));
            j++;
          if (!(i > arrayList.size()))
             resp = arrayList.get(0);
       } else
          resp = str;
     } else
       resp = "SYNTAX ERROR";
     return resp;
```

```
private static String Operation(String num1,
String num2, String operator) {
    double resp = 0;
    switch (operator) {
       case "+":
         resp = Double.parseDouble(num1) +
Double.parseDouble(num2);
         break;
       case "-":
         resp = Double.parseDouble(num1) -
Double.parseDouble(num2);
         break:
       case "*":
         resp = Double.parseDouble(num1) *
Double.parseDouble(num2);
         break;
       case "/":
         resp = Double.parseDouble(num1) /
Double.parseDouble(num2);
         break:
       case "^":
         resp =
Math.pow(Double.parseDouble(num1),
Double.parseDouble(num2));
         break;
    return Double.toString(resp);
```

```
private static boolean isNumeric(String
strNum) {
     if (strNum == null) {
        return false;
     try {
        double d = Double.parseDouble(strNum);
     } catch (NumberFormatException nfe) {
        return false;
     return true;
}
public class InfixToPostfix {
  public static ArrayList<String>
InfixToPostfix(String str) {
     ArrayList<String> arrayList = new
ArrayList<String>();
     PilaA<Character> stack = new
PilaA<Character>();
     char chr;
     int i = 0;
     while (i < str.length()) {
        if (!(str.charAt(i) == ' ')) {
```

```
// If the first character is a minus so it is
considered as part of the number and not an
operator
           if (str.charAt(i) == '-' &&
arrayList.isEmpty()) {
             String aux = new String("");
             aux += str.charAt(i);
             j++;
             while (i < str.length() &&
(Character.isLetterOrDigit(str.charAt(i)) ||
str.charAt(i) == '.')) {
                aux += str.charAt(i);
                j++:
             arrayList.add(aux);
             i--:
          } // To keep numbers with decimals
together
           else if (i + 1 < str.length() &&
Character.isLetterOrDigit(str.charAt(i)) &&
(Character.isLetterOrDigit(str.charAt(i + 1)) ||
str.charAt(i + 1) == '.')) {
             String aux = new String("");
             while (i < str.length() &&
(Character.isLetterOrDigit(str.charAt(i)) |
```

```
str.charAt(i) == '.')) {
                aux += str.charAt(i);
                j++:
             arrayList.add(aux);
             i--:
          } // To consider parentheses also as a
multiplication operator
           else if (i - 1 \ge 0 \&\&
Character.isLetterOrDigit(str.charAt(i - 1)) &&
str.charAt(i) == '(') {
             stack.push('*');
             stack.push('(');
           } // To add simple numbers: 3, 4, 5
           else if
(Character.isLetterOrDigit(str.charAt(i))) {
             arrayList.add(str.charAt(i) + "");
           } // To add a parentheses
           else if (str.charAt(i) == '(') {
             stack.push(str.charAt(i));
           } // To acomodate all inside a
parentheses
           else if (str.charAt(i) == ')') {
             while (!stack.isEmpty() &&
stack.peek() != '(') {
                arrayList.add(stack.pop() + "");
```

```
stack.pop();
           } // To add all operators
           else {
             while (!stack.isEmpty() &&
Priority(str.charAt(i)) <= Priority(stack.peek())) {
                arrayList.add(stack.pop() + "");
              }
              stack.push(str.charAt(i));
        }
        j++:
     }
     while (!stack.isEmpty()) {
        arrayList.add(stack.pop() + "");
     }
     return arrayList;
  private static int Priority(char chr) {
     return switch (chr) {
        case '+', '-' ->
        case '*', '/' ->
        case '^' ->
```

```
3;
       default ->
          -1;
    };
public class Interface extends
javax.swing.JFrame {
  public Interface() {
     initComponents();
  }
  @SuppressWarnings("unchecked")
  // <editor-fold defaultstate="collapsed"
desc="Generated Code">
  private void initComponents() {
    jPanel1 = new javax.swing.JPanel();
    jScrollPane1 = new
javax.swing.JScrollPane();
     ¡TextArea1 = new javax.swing.JTextArea();
    jScrollPane2 = new
javax.swing.JScrollPane();
     jTextArea2 = new javax.swing.JTextArea();
    jButton3 = new javax.swing.JButton();
```

```
jButton4 = new javax.swing.JButton();
    ¡Button6 = new javax.swing.JButton();
    jButton7 = new javax.swing.JButton();
    jButton5 = new javax.swing.JButton();
    jButton8 = new javax.swing.JButton();
    ¡Button9 = new javax.swing.JButton();
    jButton10 = new javax.swing.JButton();
    jButton11 = new javax.swing.JButton();
    jButton12 = new javax.swing.JButton();
    jButton13 = new javax.swing.JButton();
    ¡Button14 = new javax.swing.JButton();
    jButton15 = new javax.swing.JButton();
    jButton16 = new javax.swing.JButton();
    jButton17 = new javax.swing.JButton();
    jButton18 = new javax.swing.JButton();
    ¡Button19 = new javax.swing.JButton();
    jButton20 = new javax.swing.JButton();
    jButton21 = new javax.swing.JButton();
    ¡Button22 = new javax.swing.JButton();
setDefaultCloseOperation(javax.swing.WindowC
onstants.EXIT_ON_CLOSE);
    jTextArea1.setColumns(20);
    jTextArea1.setRows(5);
    ¡TextArea1.setText("operacion a resolver");
    ¡ScrollPane1.setViewportView(jTextArea1);
```

```
jTextArea2.setColumns(20);
     jTextArea2.setRows(5);
     jTextArea2.setText("resultado");
     jScrollPane2.setViewportView(jTextArea2);
    jButton3.setText("(");
    jButton3.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton3ActionPerformed(evt);
     });
    ¡Button4.setText("^");
    jButton4.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton4ActionPerformed(evt);
     });
    jButton6.setText(")");
    jButton6.addActionListener(new
java.awt.event.ActionListener() {
       public void
```

```
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton6ActionPerformed(evt);
     });
     jButton7.setText("/");
     jButton7.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton7ActionPerformed(evt);
     });
     jButton5.setText("9");
     jButton5.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
\{
          jButton5ActionPerformed(evt);
     });
     jButton8.setText("8");
     jButton8.addActionListener(new
java.awt.event.ActionListener() {
```

```
public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton8ActionPerformed(evt);
     });
     ¡Button9.setText("*");
     jButton9.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
\{
          jButton9ActionPerformed(evt);
     });
     jButton10.setText("7");
     jButton10.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton10ActionPerformed(evt);
     });
     jButton11.setText("6");
     jButton11.addActionListener(new
```

```
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
\{
          jButton11ActionPerformed(evt);
     });
    jButton12.setText("5");
     jButton12.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton12ActionPerformed(evt);
     });
     jButton13.setText("+");
     jButton13.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton13ActionPerformed(evt);
     });
     ¡Button14.setText("4");
```

```
jButton14.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
         jButton14ActionPerformed(evt);
     });
    jButton15.setText("3");
    jButton15.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
         jButton15ActionPerformed(evt);
     });
    ¡Button16.setText("2");
    jButton16.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
         jButton16ActionPerformed(evt);
     });
```

```
¡Button17.setText("-");
    ¡Button17.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
{
          jButton17ActionPerformed(evt);
     });
    ¡Button18.setText("1");
    jButton18.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
\{
          jButton18ActionPerformed(evt);
     });
    jButton19.setText(".");
    jButton19.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
          jButton19ActionPerformed(evt);
     });
```

```
¡Button20.setText("0");
    jButton20.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
         jButton20ActionPerformed(evt);
     });
    ¡Button21.setText("=");
    jButton21.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
         jButton21ActionPerformed(evt);
     });
    jButton22.setText("Clear");
    jButton22.addActionListener(new
java.awt.event.ActionListener() {
       public void
actionPerformed(java.awt.event.ActionEvent evt)
         jButton22ActionPerformed(evt);
       }
```

```
});
    javax.swing.GroupLayout jPanel1Layout =
new javax.swing.GroupLayout(jPanel1);
    ¡Panel1.setLayout(¡Panel1Layout);
    iPanel1Layout.setHorizontalGroup(
jPanel1Layout.createParallelGroup(javax.swing.
GroupLayout.Alignment.LEADING)
.addGroup(jPanel1Layout.createSequentialGroup
()
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.LEADING)
.addGroup(jPanel1Layout.createSequentialGroup
()
              .addComponent(jScrollPane1)
              .addGap(18, 18, 18)
              .addComponent(jScrollPane2))
.addGroup(jPanel1Layout.createSequentialGroup
()
              .addContainerGap()
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.LEADING)
```

```
.addGroup(javax.swing.GroupLayout.Alignment.T
RAILING,
¡Panel1Layout.createSequentialGroup()
                  .addComponent(jButton14,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
                  .addGap(18, 18, 18)
                  .addComponent(jButton12,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
                  .addGap(18, 18, 18)
                  .addComponent(jButton11,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
                  .addGap(18, 18, 18)
                  .addComponent(jButton13,
javax.swing.GroupLayout.DEFAULT SIZE, 160,
Short.MAX VALUE))
.addGroup(jPanel1Layout.createSequentialGroup
()
                  .addComponent(jButton18,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
                  .addGap(18, 18, 18)
                  .addComponent(jButton16,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
                  .addGap(18, 18, 18)
```

```
.addComponent(jButton15,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
                  .addGap(18, 18, 18)
                  .addComponent(jButton17,
javax.swing.GroupLayout.DEFAULT SIZE, 160,
Short.MAX VALUE))
.addGroup(jPanel1Layout.createSequentialGroup
()
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.LEADING)
                    .addComponent(jButton10,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
                    .addComponent(jButton3,
javax.swing.GroupLayout.DEFAULT SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX VALUE))
                  .addGap(18, 18, 18)
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.LEADING)
                    .addComponent(jButton6,
javax.swing.GroupLayout.DEFAULT SIZE,
javax.swing.GroupLayout.DEFAULT SIZE,
Short.MAX VALUE)
                    .addComponent(jButton8,
```

```
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE))
                  .addGap(18, 18, 18)
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.LEADING)
                    .addComponent(jButton4,
javax.swing.GroupLayout.DEFAULT SIZE,
javax.swing.GroupLayout.DEFAULT SIZE,
Short.MAX VALUE)
                    .addComponent(jButton5,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE))
                  .addGap(18, 18, 18)
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.LEADING)
                    .addComponent(jButton7,
javax.swing.GroupLayout.DEFAULT_SIZE,
javax.swing.GroupLayout.DEFAULT SIZE,
Short.MAX VALUE)
                    .addComponent(jButton9,
javax.swing.GroupLayout.DEFAULT SIZE, 160,
Short.MAX VALUE)))))
.addGroup(javax.swing.GroupLayout.Alignment.T
RAILING,
jPanel1Layout.createSequentialGroup()
             .addGap(6, 6, 6)
```

```
.addComponent(jButton22,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
              .addGap(18, 18, 18)
              .addComponent(jButton20,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
              .addGap(18, 18, 18)
              .addComponent(jButton19,
javax.swing.GroupLayout.DEFAULT SIZE, 159,
Short.MAX VALUE)
              .addGap(18, 18, 18)
              .addComponent(jButton21,
javax.swing.GroupLayout.DEFAULT SIZE, 160,
Short.MAX VALUE)))
         .addContainerGap())
    ¡Panel1Layout.setVerticalGroup(
¡Panel1Layout.createParallelGroup(javax.swing.
GroupLayout.Alignment.LEADING)
.addGroup(jPanel1Layout.createSequentialGroup
()
         .addContainerGap()
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.LEADING,
false)
```

```
.addComponent(jScrollPane2).addComponent(jScrollPane1)).addGap(18, 18, Short.MAX_VALUE)
```

.addGroup(jPanel1Layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING, false)

.addComponent(jButton4, javax.swing.GroupLayout.DEFAULT_SIZE, 71, Short.MAX_VALUE)

.addComponent(jButton6,

javax.swing.GroupLayout.Alignment.TRAILING, javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX VALUE)

.addComponent(jButton3,

javax.swing.GroupLayout.Alignment.TRAILING, javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX VALUE)

.addComponent(jButton7,

javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE))

.addGap(18, 18, 18)

.addGroup(jPanel1Layout.createParallelGroup(ja vax.swing.GroupLayout.Alignment.BASELINE) .addComponent(jButton5,

```
javax.swing.GroupLayout.DEFAULT_SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton9,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX_VALUE)
           .addComponent(jButton8,
javax.swing.GroupLayout.DEFAULT_SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton10,
javax.swing.GroupLayout.DEFAULT_SIZE, 63,
Short.MAX VALUE))
         .addGap(18, 18, 18)
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.BASELINE)
           .addComponent(jButton11,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton13,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton12,
javax.swing.GroupLayout.DEFAULT_SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton14,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX VALUE))
         .addGap(18, 18, 18)
```

```
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.BASELINE)
           .addComponent(jButton15,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton17,
javax.swing.GroupLayout.DEFAULT_SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton16,
javax.swing.GroupLayout.DEFAULT_SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton18,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX VALUE))
         .addGap(18, 18, 18)
.addGroup(jPanel1Layout.createParallelGroup(ja
vax.swing.GroupLayout.Alignment.BASELINE)
           .addComponent(jButton19,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton21,
javax.swing.GroupLayout.DEFAULT_SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton20,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
Short.MAX VALUE)
           .addComponent(jButton22,
javax.swing.GroupLayout.DEFAULT SIZE, 63,
```

```
Short.MAX VALUE))
         .addGap(60, 60, 60))
    );
    javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
    getContentPane().setLayout(layout);
    layout.setHorizontalGroup(
layout.createParallelGroup(javax.swing.GroupLay
out.Alignment.LEADING)
.addGroup(layout.createSequentialGroup()
         .addContainerGap()
         .addComponent(jPanel1,
javax.swing.GroupLayout.DEFAULT_SIZE,
javax.swing.GroupLayout.DEFAULT SIZE,
Short.MAX VALUE))
    layout.setVerticalGroup(
layout.createParallelGroup(javax.swing.GroupLay
out.Alignment.LEADING)
       .addComponent(jPanel1,
javax.swing.GroupLayout.Alignment.TRAILING,
javax.swing.GroupLayout.DEFAULT SIZE,
javax.swing.GroupLayout.DEFAULT SIZE,
Short.MAX VALUE)
    );
```

```
pack();
  }// </editor-fold>
  StringBuilder sb = new StringBuilder();
  private void
jButton3ActionPerformed(java.awt.event.ActionE
vent evt) {
   sb.append("(");
   jTextArea1.setText("");
   ¡TextArea1.append(sb.toString());
  }
  private void
jButton4ActionPerformed(java.awt.event.ActionE
vent evt) {
     // TODO add your handling code here:
     sb.append("^");
     ¡TextArea1.setText("");
    ¡TextArea1.append(sb.toString());
  private void
jButton6ActionPerformed(java.awt.event.ActionE
vent evt) {
    // TODO add your handling code here:
```

```
sb.append(")");
     ¡TextArea1.setText("");
    ¡TextArea1.append(sb.toString());
  private void
jButton7ActionPerformed(java.awt.event.ActionE
vent evt) {
    // TODO add your handling code here:
     sb.append("/");
    jTextArea1.setText("");
    jTextArea1.append(sb.toString());
  }
  private void
jButton5ActionPerformed(java.awt.event.ActionE
vent evt) {
    // TODO add your handling code here:
     sb.append("9");
     ¡TextArea1.setText("");
    ¡TextArea1.append(sb.toString());
  private void
jButton8ActionPerformed(java.awt.event.ActionE
vent evt) {
    // TODO add your handling code here:
```

```
sb.append("8");
     ¡TextArea1.setText("");
    ¡TextArea1.append(sb.toString());
  private void
jButton9ActionPerformed(java.awt.event.ActionE
vent evt) {
    // TODO add your handling code here:
     sb.append("*");
    jTextArea1.setText("");
    jTextArea1.append(sb.toString());
  }
  private void
jButton10ActionPerformed(java.awt.event.Action
Event evt) {
    sb.append("7");
    ¡TextArea1.setText("");
    jTextArea1.append(sb.toString());
    // TODO add your handling code here:
  private void
jButton11ActionPerformed(java.awt.event.Action
Event evt) {
    // TODO add your handling code here:
     sb.append("6");
    jTextArea1.setText("");
```

```
¡TextArea1.append(sb.toString());
  private void
jButton12ActionPerformed(java.awt.event.Action
Event evt) {
     // TODO add your handling code here:
     sb.append("5");
     jTextArea1.setText("");
    jTextArea1.append(sb.toString());
  private void
jButton13ActionPerformed(java.awt.event.Action
Event evt) {
     // TODO add your handling code here:
     sb.append("+");
     ¡TextArea1.setText("");
     jTextArea1.append(sb.toString());
  private void
jButton14ActionPerformed(java.awt.event.Action
Event evt) {
   sb.append("4");
   jTextArea1.setText("");
   jTextArea1.append(sb.toString());// TODO
add your handling code here:
```

```
private void
jButton15ActionPerformed(java.awt.event.Action
Event evt) {
     sb.append("3");
     jTextArea1.setText("");
    jTextArea1.append(sb.toString()); // TODO
add your handling code here:
  private void
jButton16ActionPerformed(java.awt.event.Action
Event evt) {
     sb.append("2");
     jTextArea1.setText("");
    jTextArea1.append(sb.toString());
// TODO add your handling code here:
  private void
jButton17ActionPerformed(java.awt.event.Action
Event evt) {
     sb.append("-");
     jTextArea1.setText("");
    ¡TextArea1.append(sb.toString());
// TODO add your handling code here:
  private void
```

```
jButton18ActionPerformed(java.awt.event.Action
Event evt) {
    sb.append("1");
    jTextArea1.setText("");
    jTextArea1.append(sb.toString());// TODO
add your handling code here:
  private void
jButton19ActionPerformed(java.awt.event.Action
Event evt) {
    // TODO add your handling code here:
     sb.append(".");
    jTextArea1.setText("");
    jTextArea1.append(sb.toString());
  private void
jButton20ActionPerformed(java.awt.event.Action
Event evt) {
    // inserta el numero 0
     sb.append("0");
    jTextArea1.setText("");
    jTextArea1.append(sb.toString());
  private void
jButton21ActionPerformed(java.awt.event.Action
Event evt) {
```

```
// TODO add your handling code here:
     //este es el boton igual
     StringBuilder sb2 = new StringBuilder();
     sb2.append(Solve(sb.toString()));
     jTextArea2.setText("");
     jTextArea2.setText(sb2.toString());
     sb= new StringBuilder();
     jTextArea1.setText("");
    jTextArea1.append(sb.toString());
  private void
jButton22ActionPerformed(java.awt.event.Action
Event evt) {
     // TODO add your handling code here:
     sb= new StringBuilder();
     jTextArea1.setText("");
    ¡TextArea1.append(sb.toString());
  /**
   * @param args the command line arguments
  public static void main(String args[]) {
     /* Set the Nimbus look and feel */
     //<editor-fold defaultstate="collapsed"
desc=" Look and feel setting code (optional) ">
     /* If Nimbus (introduced in Java SE 6) is not
available, stay with the default look and feel.
```

```
* For details see
http://download.oracle.com/javase/tutorial/uiswing
/lookandfeel/plaf.html
     */
     try {
(javax.swing.UIManager.LookAndFeelInfo info:
javax.swing.UIManager.getInstalledLookAndFeel
s()) {
          if ("Nimbus".equals(info.getName())) {
javax.swing.UIManager.setLookAndFeel(info.get
ClassName());
            break;
     } catch (ClassNotFoundException ex) {
java.util.logging.Logger.getLogger(Interface.class
.getName()).log(java.util.logging.Level.SEVERE,
null, ex);
     } catch (InstantiationException ex) {
java.util.logging.Logger.getLogger(Interface.class
.getName()).log(java.util.logging.Level.SEVERE,
null, ex);
     } catch (IllegalAccessException ex) {
java.util.logging.Logger.getLogger(Interface.class
```

```
.getName()).log(java.util.logging.Level.SEVERE,
null, ex);
     } catch
(javax.swing.UnsupportedLookAndFeelException
ex) {
java.util.logging.Logger.getLogger(Interface.class
.getName()).log(java.util.logging.Level.SEVERE,
null, ex);
     //</editor-fold>
    /* Create and display the form */
    java.awt.EventQueue.invokeLater(new
Runnable() {
       public void run() {
          new Interface().setVisible(true);
     });
  // Variables declaration - do not modify
  private javax.swing.JButton jButton10;
  private javax.swing.JButton jButton11;
  private javax.swing.JButton jButton12;
  private javax.swing.JButton jButton13;
  private javax.swing.JButton jButton14;
  private javax.swing.JButton jButton15;
  private javax.swing.JButton jButton16;
```

```
private javax.swing.JButton jButton17;
private javax.swing.JButton jButton18;
private javax.swing.JButton jButton19;
private javax.swing.JButton jButton20;
private javax.swing.JButton jButton21;
private javax.swing.JButton jButton22;
private javax.swing.JButton jButton3;
private javax.swing.JButton jButton4;
private javax.swing.JButton jButton5;
private javax.swing.JButton jButton6;
private javax.swing.JButton jButton7;
private javax.swing.JButton jButton8;
private javax.swing.JButton jButton9;
private javax.swing.JPanel jPanel1;
private javax.swing.JScrollPane jScrollPane1;
private javax.swing.JScrollPane jScrollPane2;
private javax.swing.JTextArea jTextArea1;
private javax.swing.JTextArea jTextArea2;
// End of variables declaration
```