

Creating an Arithmetic Calculator Pseudocode

1. Create a class called `PracticeProject1Arithmeticcalculator`
2. Declare a private final variable called `result` of type `double`
3. Create a constructor that takes in 3 parameters: `num1`, `num2`, `operator`
4. Within the constructor, use a switch statement to check the operator and call the appropriate private method to perform the calculation
5. Store the result of the calculation in the `result` variable
6. Create a public method called `getResult` that returns the value of the `result` variable
7. Within the `getResult` method, use the "this" keyword to refer to the current instance of the `Calculator` class
8. Create 4 private methods called `add`, `subtract`, `multiply`, and `divide` that take in 2 parameters each and return the result of the corresponding arithmetic operation
9. If the divisor in the `divide` method is zero, return `Double.NaN`
10. In the main method:
 - a. Create a `Scanner` object to read user input
 - b. Prompt the user to enter two numbers and an operator
 - c. Read the input values and store them in `num1`, `num2`, and `operator` variables
 - d. Create a new instance of the `Calculator` class using the input values
 - e. Call the `getResult` method on the `Calculator` object to get the result of the calculation
 - f. Print the result to the console
 - g. Close the `Scanner` object