Creating an Arithmetic Calculator coding

```
package practicsProject1;
import java.util.Scanner;
public class PracticeProject1Arithmeticcalculator {
	//private double result;
	private final double result;
 public PracticeProject1Arithmeticcalculator(double num1, double num2, char
operator) {
		switch (operator) {			case
'+':				result = add(num1, num2);
break;			case '-':
result = subtract(num1, num2);
break;			case '*':
result = multiply(num1, num2);
break;			case '/':
result = divide(num1, num2);
break;			default:
			System.out.println("Invalid operator!");
result = Double.NaN;				break;
		}
	}	public double
getResult() {		return
this.result;
	}
	private double add(double num1, double num2) {
return num1 + num2;
	}
	private double subtract(double num1, double num2) {
return num1 - num2;
	}	private double multiply(double num1, double
num2) {		return num1 * num2;
	}
	private double divide(double num1, double num2) {
if (num2 == 0) {
			System.out.println("Error! Division by zero is not allowed.");
return Double.NaN;
		} else {
			return num1 / num2;
		}
	}
	public static void main(String[] args) {
Scanner scanner = new Scanner(System.in);

		System.out.print("Enter first number: ");
double num1 = scanner.nextDouble();
System.out.print("Enter second number: ");
double num2 = scanner.nextDouble();

		System.out.print("Enter an operator (+, -, *, /): ");
char operator = scanner.next().charAt(0);

		PracticeProject1Arithmeticcalculator calculator = new
PracticeProject1Arithmeticcalculator(num1, num2, operator);
		System.out.println("Result: " + calculator.getResult());
```

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        scanner.close();
    }
}
```