Solution Review: The Calculator Object

This lesson explains the solution to the calculator object exercise.

Solution

```
/* Type definition */
type calculator = {. /* The . operator to indicate the closed object */
  add: (float, float) => float,
  subtract: (float, float) => float,
  multiply: (float, float) => float,
  divide: (float, float) => float
};

/* Object Creation */
let cal: calculator = {

  /* Public methods */
  pub add = (first, second) => first +. second;
  pub subtract = (first, second) => first -. second;
  pub multiply = (first, second) => first *. second;
  pub divide = (first, second) => first /. second;
};

Js.log(cal#add(10.5, 5.0));
Js.log(cal#subtract(10.5, 5.0));
Js.log(cal#multiply(10.5, 5.0));
Js.log(cal#divide(10.5, 5.0));
```

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Explanation

Since we are making a closed object, the . operator will be used in the type definition. After that, we simply declare the four methods we want in our object. The number of parameters and their types must be specified here.

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The actual object simply contains the implementation for the public methods.