## Solution Review: Implement a Calculator Class

This review provides a detailed analysis to solve the 'Implement a Calculator Class' challenge.

## WE'LL COVER THE FOLLOWING ^

- Solution
  - Explanation

## Solution #

```
class Calculator {
  // Class fields
  private double _num1;
  private double _num2;
  // Default Constructor
  public Calculator(double num1, double num2) {
   this._num1 = num1;
    this._num2 = num2;
  // Addition Method
  public double Add() {
    return this._num1 + this._num2;
  // Subtraction Method
  public double Subtract() {
    return this._num2 - this._num1;
  // Multiplication Method
  public double Multiply() {
    return this._num1 * this._num2;
  }
  // Divison Method
  public double Divide() {
    return this._num2 / this._num1;
}
class Demo {
```

```
public static void Main(string[] args) {
   Calculator calc = new Calculator(10, 94);

   Console.WriteLine("Addition:" + calc.Add());
   Console.WriteLine("Subtraction:" + calc.Subtract());
   Console.WriteLine("Multiplication:" + calc.Multiply());
   Console.WriteLine("Division:" + calc.Divide());
}
```







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## Explanation #

- Line 4-5: We have implemented the Calculator class which has the fields \_num1 and \_num2.
- Line 8-11: In the constructor, we have initialized both fields to **num1** and **num2**.
- Line 14-16: Implemented Add(), a method which returns the sum of two numbers, i.e., num1+num2
- Line 19-21: Implemented Subtract(), a method which returns the difference of two numbers, i.e., num2-num1
- Line 24-26: Implemented Multiply(), a method which returns the product of two numbers, i.e., num1\*num2
- Line 29-31: Implemented Divide(), a method which returns the division of the second number by the first number, i.e., num2/num1