ST. XAVIER’S COLLEGE

**Maitighar,Kathmandu**

**(Affiliated to Tribhuvan University)**



**Computer Graphics**

**Lab Assignment #1**

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**Statement:**

To design a simple calculator .

Source codes :

//---------------------------------------------------------------------------

#include <vcl\vcl.h>

#pragma hdrstop

#include "calc12.h"

//---------------------------------------------------------------------------

#pragma resource "\*.dfm"

TForm1 \*Form1;

int oper,x,y,z=0,val=0,flag=0;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

void check(val)

{

if(flag==0)

{

x=val;

}

else

{

y=val;

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

val=7;

flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button2Click(TObject \*Sender)

{

val=8; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button3Click(TObject \*Sender)

{

val=9; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button5Click(TObject \*Sender)

{

val=4; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button6Click(TObject \*Sender)

{

val=5; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button7Click(TObject \*Sender)

{

val=6; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button9Click(TObject \*Sender)

{

val=1; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button10Click(TObject \*Sender)

{

val=2; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button11Click(TObject \*Sender)

{

val=3; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button13Click(TObject \*Sender)

{

val=0; flag=1;

check();

Edit1->Text=val;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button15Click(TObject \*Sender)

{

switch(oper)

{

case 1:

{

z=x+y;

break;

}

case 2:

{

z=x-y;

break;

}

case 3:

{

z=x\*y;

break;

}

case 4:

{

z=x/y;

break;

}

}

Edit1->Text=z;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button4Click(TObject \*Sender)

{

Edit1->Text="/";

oper=4;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button8Click(TObject \*Sender)

{

Edit1->Text="\*";

oper=3;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button12Click(TObject \*Sender)

{

Edit1->Text="-";

oper=2;

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button16Click(TObject \*Sender)

{

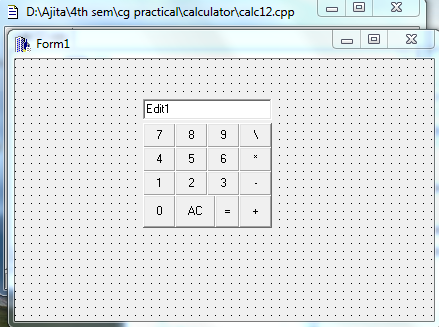
oper=1;

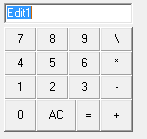
}

//---------------------------------------------------------------------------

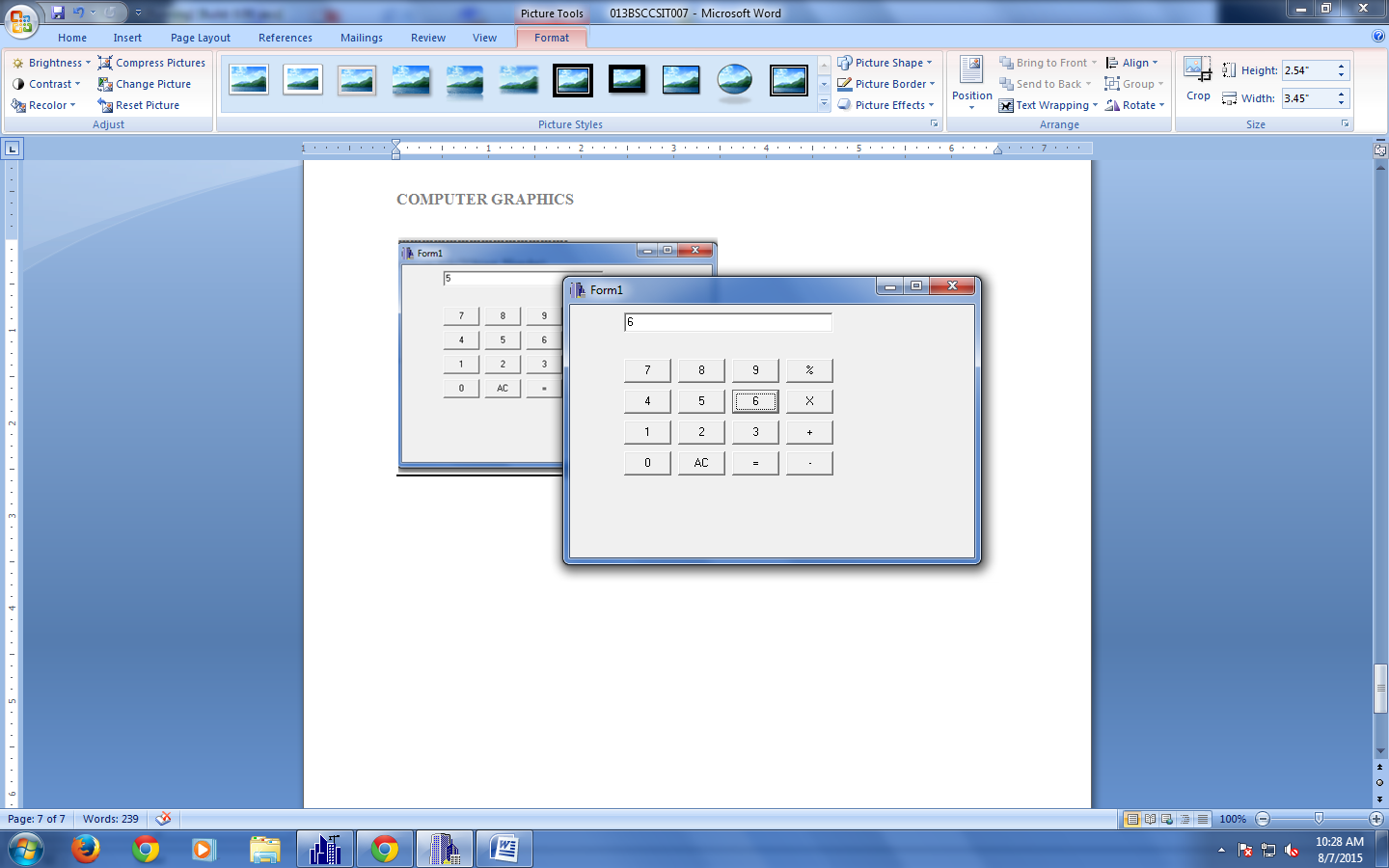
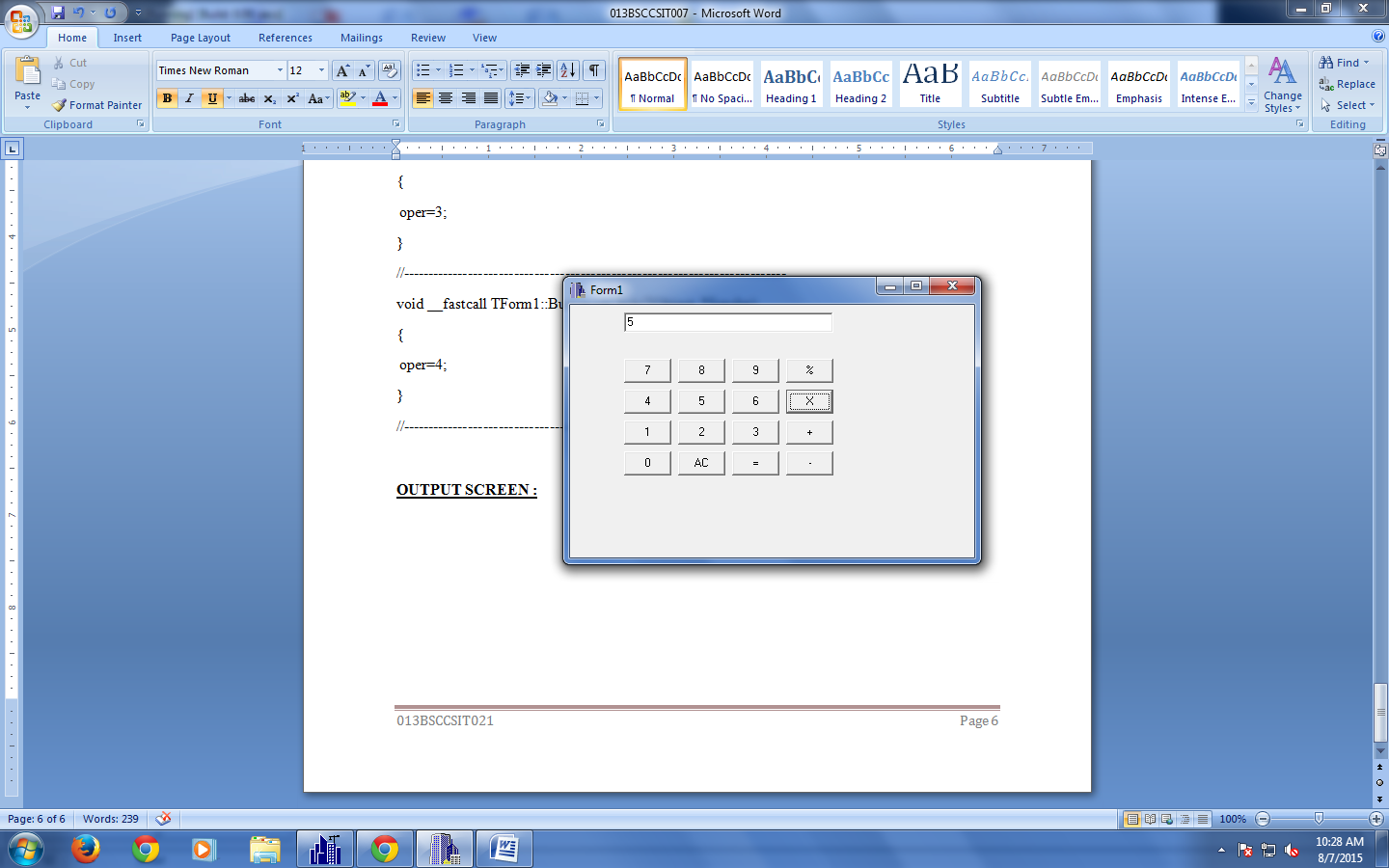
**Output :**

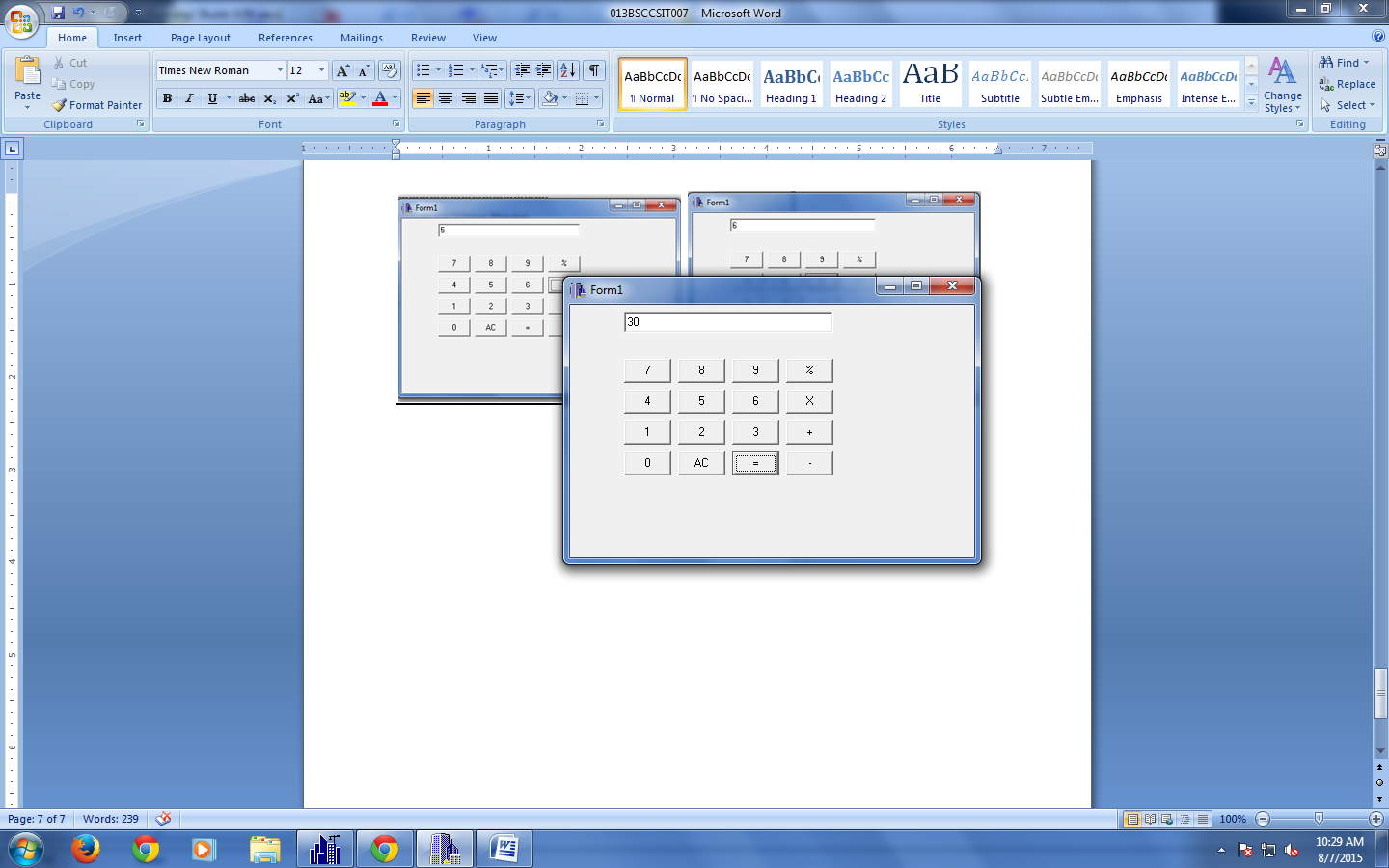
General overview of calculator.





Multiplication operation





**Conclusion :**

Thus ,simple calculator was successfully designed using the c++builder. The calculator is a simple kind and cannot perform operations for the multi-digit numbers.