**ST. XAVIER’S COLLEGE**

**MAITIGHAR, KATHMANDU**

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**Computer Graphics Lab Assignment #2**

**A Program to design a calculator**

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**STATEMENT:**

**A PROGRAM TO DESIGN A CALCULATOR**

**SOURCE CODE:**

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

#include <vcl\vcl.h>

#pragma hdrstop

#include "Calculator.h"

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

#pragma resource "\*.dfm"

TForm1 \*Form1;

int x,y,z;

int flag=0,oper;

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

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

: TForm(Owner)

{

}

int setvalue(int a)

{

if(flag==0)

{

x=a;

flag=1;

return x;

}

else

{

y=a;

flag==0;

return y;

}

}

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

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

{

Edit1->Text=setvalue(7);

}

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

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

{

Edit1->Text=setvalue(8);

}

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

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

{

Edit1->Text=setvalue(4);

}

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

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

{

Edit1->Text=setvalue(9);

}

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

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

{

Edit1->Text=setvalue(5);

}

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

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

{

Edit1->Text=setvalue(6);

}

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

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

{

Edit1->Text=setvalue(1);

}

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

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

{

Edit1->Text=setvalue(2);

}

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

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

{

Edit1->Text=setvalue(3);

}

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

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

{

Edit1->Text=setvalue(0);

}

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

void \_\_fastcall TForm1::Button12Click(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::Button13Click(TObject \*Sender)

{

oper=1;

}

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

void \_\_fastcall TForm1::Button14Click(TObject \*Sender)

{

oper=2;

}

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

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

{

oper=3;

}

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

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

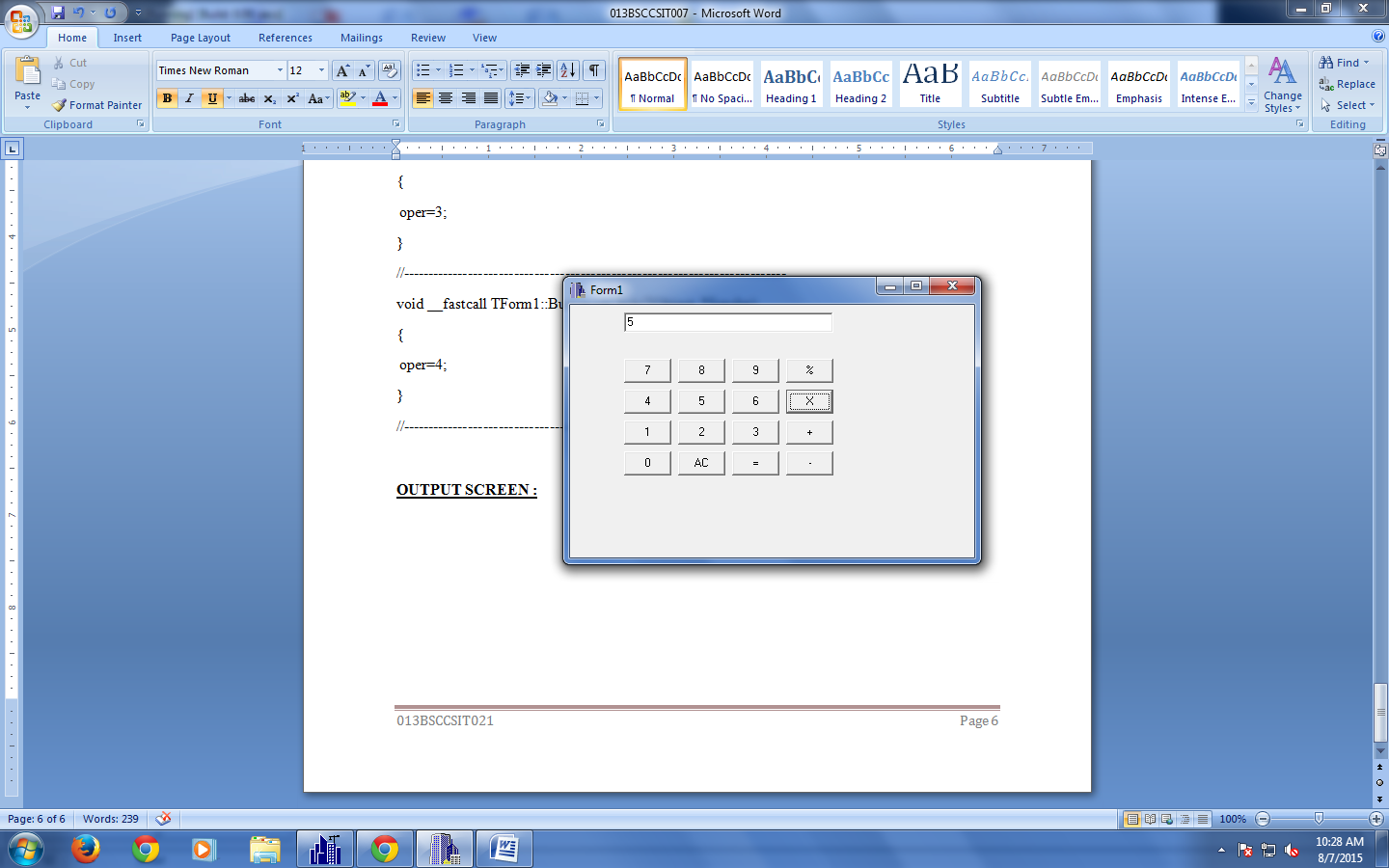
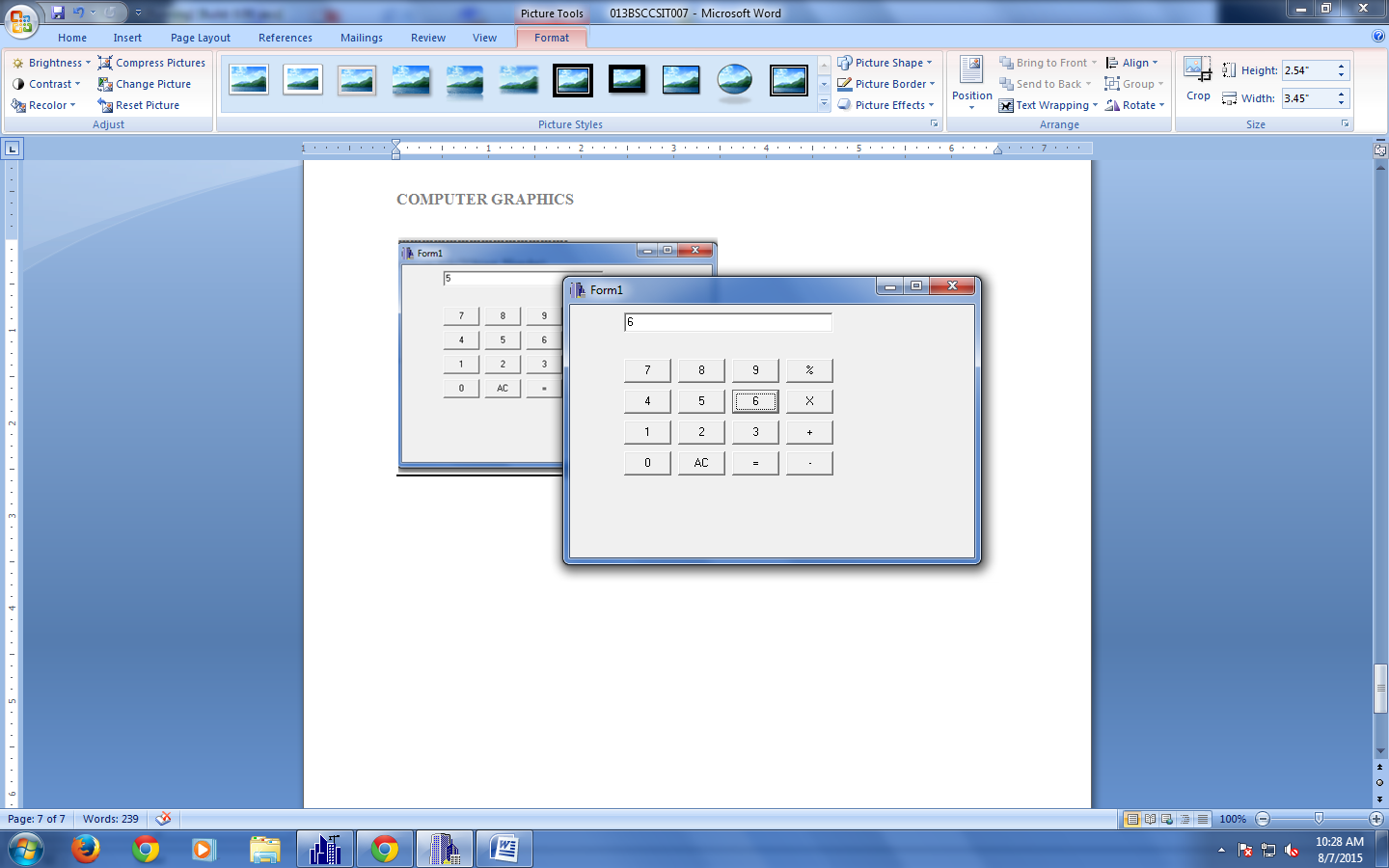
{

oper=4;

}

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

**OUTPUT SCREEN**

** **

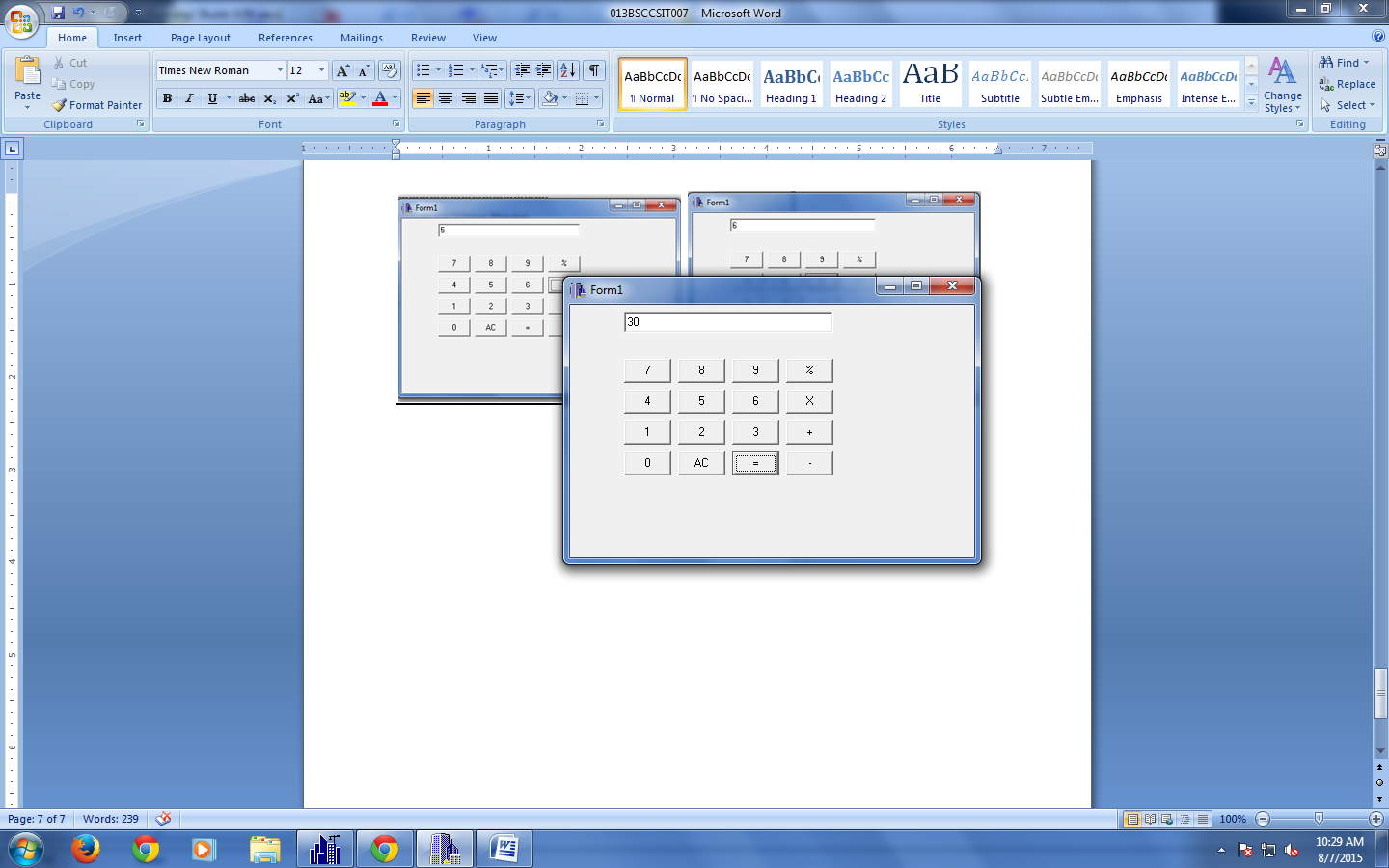


Fig: Multiplication operation (5\*6) in the designed calculator

**CONCLUSION**

Hence, a simple calculator was designed using codes in C++ builder. The ordinary arithmetic calculations are only possible in this calculator.