Assignment 1 - Calculator

Logic

The Application is built on Javascript. It is a console application, so it has no graphical components. The calculator has six methods and four main methods: *add*, *subtract*, *multiply* and *divide*. And the other two are: *checkIfNumbers* and *calculate*.
The main four methods always uses the *checkIfNumbers* method. This is to make sure that the input in the parameters are numbers. It is crucial that the main methods are working with numbers, otherwise the calculation can't be made.
The divide method also checks for "zero division", since the input are always check for being numbers. An easy control can be made to check that the numbers are not equal to zero.

The last method *calculate* takes a array as the input. The objects in the array are required to have these properties: val1,val2 and operator. The operator is a string value, if the operator do not recognize the input operator the method will return zero.

Sources

For this assignment, I had to learn some more about the prototype function and usage. Except the lecture and reading materials, I went to youtube to get a clearer image about prototypes. I watched two videos, the first one "Prototypes in Javascript - p5.js Tutorial by The Coding Train" and the second one "JavaScript Prototypal Inheritance by Kyle Robinson Young". Both these videos give great examples on what it is/how and when to use prototypes. And by having all that knowledge I could make the Calculator App without major trouble.

Links

Prototypes in Javascript - p5.js Tutorial by The Coding Train
https://www.youtube.com/watch?v=hS_WqkyUah8

JavaScript Prototypal Inheritance by Kyle Robinson Young
https://www.youtube.com/watch?v=qMO-LTOrJaE