CMPE 261 - OOP and Concurrent Programming

Assignment-07

Worth 20% of the assignment mark!

Deadline: 09:00, April 24

In your assignment, explain your codes with *comments*. Without *comments*, your assignment will not be marked.

Problem

Write a class that implements a calculator with the layout similar to this:

The user enters a number, using digit buttons only. Some of the issues you need to consider include

- How to handle the entering of multiple decimal points. A typical calculator accepts the first decimal point and ignores the rest. For example, if you press 1 . 4 . 3 . , the number entered is 1.43

- When the display is 0 and the user enters 0, the display will not change. However, if the display is nonzero and the user enters 0, the 0 is appended to the number currently displayed.

- How to handle the operator precedence. For example, what will be the result if the user enters 4+3x2 ? Will it be 14 or 10 ? It is easier to treat all operators as having equal precedence and process them from left to right.