

Brno University of Technology
Faculty of Information Technology

IVS

New Meta Calculator
Documentation

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Chapter 1

IVS-New-Meta

Prostredi

Ubuntu 64bit

Autori

New Meta

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Licence

GNU GENERAL PUBLIC LICENSE Version 3, 29 June 2007

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

math	18
mathTest	25
Application	
Calculator	5
Initializable	
Credits_Controller	6
GUI_Controller	8
Help_controller	17

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Calculator	5
Credits_Controller	6
GUI_Controller	8
Help_controller	17
math	18
mathTest	25

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

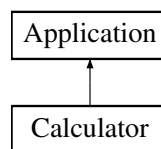
/home/bblaskova/NetBeansProjects/IVS-New-Meta/src/ Calculator.java	
Main class - Calculator	29
/home/bblaskova/NetBeansProjects/IVS-New-Meta/src/ GUI_Controller.java	
Contains button actions	29
/home/bblaskova/NetBeansProjects/IVS-New-Meta/src/ math.java	
Class with mathematic operation used in calculator	30
/home/bblaskova/NetBeansProjects/IVS-New-Meta/test/ mathTest.java	
Tests for math.java library	30

Chapter 5

Class Documentation

5.1 Calculator Class Reference

Inheritance diagram for Calculator:



Public Member Functions

- void **start** (Stage stage) throws Exception

Static Public Member Functions

- static void **main** (String[] args)
Main function of the calculator.

5.1.1 Member Function Documentation

5.1.1.1 main()

```
static void Calculator.main (  
    String [] args ) [inline], [static]
```

Main function of the calculator.

Parameters

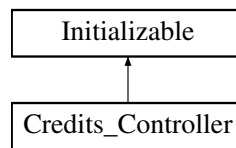
<i>args</i>	the command line arguments
-------------	----------------------------

The documentation for this class was generated from the following file:

- /home/bblaskova/NetBeansProjects/IVS-New-Meta/src/[Calculator.java](#)

5.2 Credits_Controller Class Reference

Inheritance diagram for Credits_Controller:



Public Member Functions

- void [initialize](#) (URL url, ResourceBundle rb)

Private Member Functions

- void [GNU_link](#) (ActionEvent event) throws IOException
Link pressed.
- void [creditsAction](#) (ActionEvent event)
Credits button pressed.
- void [closeAction](#) (ActionEvent event)
Close button pressed.

Private Attributes

- Button **closeAbout**
- ToggleButton **creditsButton**
- Pane **bg_pane**
- TextArea **bg_pane_text**
- TextField **dsg**
- TextField **crt**
- TextField **dcm**
- Hyperlink **link**

5.2.1 Member Function Documentation

5.2.1.1 closeAction()

```
void Credits_Controller.closeAction (
   (ActionEvent event) [inline], [private]
```

Close button pressed.

Parameters

<i>event</i>	Represents action of pressing a button Close Credits window.
--------------	--

5.2.1.2 creditsAction()

```
void Credits_Controller.creditsAction (
   (ActionEvent event) [inline], [private]
```

Credits button pressed.

Parameters

<i>event</i>	Represents action of pressing a button Make textField with credits visible.
--------------	---

5.2.1.3 GNU_link()

```
void Credits_Controller.GNU_link (
   (ActionEvent event) throws IOException [inline], [private]
```

Link pressed.

Parameters

<i>event</i>	Represents action of pressing a button Click on link opens wanted URL in browser window.
--------------	--

5.2.1.4 initialize()

```
void Credits_Controller.initialize (
    URL url,
    ResourceBundle rb ) [inline]
```

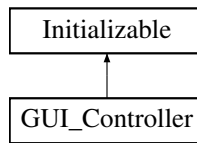
Initializes the controller class.

The documentation for this class was generated from the following file:

- /home/bblaskova/NetBeansProjects/IVS-New-Meta/src/Credits_Controller.java

5.3 GUI_Controller Class Reference

Inheritance diagram for GUI_Controller:



Public Member Functions

- void **initialize** (URL url, ResourceBundle rb)

Private Member Functions

- void **zeroAction** (ActionEvent event)
Zero button pressed.
- void **oneAction** (ActionEvent event)
Button '1' pressed.
- void **twoAction** (ActionEvent event)
Button '2' pressed.
- void **threeAction** (ActionEvent event)
Button '3' pressed.
- void **fourAction** (ActionEvent event)
Button '4' pressed.
- void **fiveAction** (ActionEvent event)
Button '5' pressed.
- void **sixAction** (ActionEvent event)
Button '6' pressed.
- void **sevenAction** (ActionEvent event)
Button '7' pressed.
- void **eighthAction** (ActionEvent event)
Button '8' pressed.
- void **nineAction** (ActionEvent event)
Button '9' pressed.
- void **DELACTION** (ActionEvent event)
Button 'DEL' pressed.
- void **CACTION** (ActionEvent event)
Button 'C' pressed.
- void **equalAction** (ActionEvent event)
Button '=' pressed.
- void **dotAction** (ActionEvent event)
Button '.' pressed.
- void **plusAction** (ActionEvent event)
Button '+' pressed.
- void **minusAction** (ActionEvent event)
Button '-' pressed.
- void **moduloAction** (ActionEvent event)

- Button " pressed.*

 - void [sqrtAction](#) (ActionEvent event)
- Button 'sqrt' pressed.*

 - void [powAction](#) (ActionEvent event)
- Button '^' pressed.*

 - void [multiAction](#) (ActionEvent event)
- Button '*' pressed.*

 - void [divAction](#) (ActionEvent event)
- Button '/' pressed.*

 - void [factAction](#) (ActionEvent event)
- Button '!' pressed.*

 - void [helpAction](#) (ActionEvent event)
- Button '?' pressed.*

 - void [mid_result](#) ()

Function print result of selected operation on display. Depending on value in operation, function calls wanted method from math library. Function use value of operand_one as first operand , load number on display into operand_two and use it as second operand for selected operation. Check if number is integer or floating point number and print value on display.
- long [is_int](#) (double x)

Function will check whether the given number is integer or not.
- void [reset](#) ()

Function resets calculator display and all needed calculator variables.

Private Attributes

- TextField **display**
- TextField **OP_display**
- double **operand_one**
- boolean **dot_flag**
- int **operation**

5.3.1 Member Function Documentation

5.3.1.1 CAction()

```
void GUI_Controller.CAction (
   (ActionEvent event) [inline], [private]
```

Button 'C' pressed.

Parameters

<i>event</i>	Represents action of pressing a button When button 'C' is pressed calls function reset.
--------------	---

5.3.1.2 DELAction()

```
void GUI_Controller.DELAction (
    ActionEvent event ) [inline], [private]
```

Button 'DEL' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Delete last inserted value on display. If after DEL display would be empty also resets all calculator variables.
--------------	---

5.3.1.3 divAction()

```
void GUI_Controller.divAction (
    ActionEvent event ) [inline], [private]
```

Button '/' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function load value on display into operand_one. Set operation value on 4. Set reset_D on true. Set dot_flag on false;
--------------	---

5.3.1.4 dotAction()

```
void GUI_Controller.dotAction (
    ActionEvent event ) [inline], [private]
```

Button '.' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Prints dot on display. Only one dot can be displayed.
--------------	--

5.3.1.5 eigthAction()

```
void GUI_Controller.eigthAction (
    ActionEvent event ) [inline], [private]
```

Button '8' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print eight on display. If reset_D is true also reset display.
--------------	---

5.3.1.6 `equalAction()`

```
void GUI_Controller.equalAction (
    ActionEvent event ) [inline], [private]
```

Button '=' pressed.

Parameters

<i>event</i>	Represents action of pressing a button When button '=' is pressed calls function mid_result() .
--------------	---

5.3.1.7 `factAction()`

```
void GUI_Controller.factAction (
    ActionEvent event ) [inline], [private]
```

Button '!' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Set operation value on 8. Function load value on display into operand_one and call mid_result() . Set reset_D on true. Set dot_flag on false;
--------------	--

5.3.1.8 `fiveAction()`

```
void GUI_Controller.fiveAction (
    ActionEvent event ) [inline], [private]
```

Button '5' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print five on display. If reset_D is true also reset display.
--------------	--

5.3.1.9 fourAction()

```
void GUI_Controller.fourAction (
    ActionEvent event ) [inline], [private]
```

Button '4' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print four on display. If reset_D is true also reset display.
--------------	--

5.3.1.10 helpAction()

```
void GUI_Controller.helpAction (
    ActionEvent event ) [inline], [private]
```

Button '?' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function opens HELP window.
--------------	--

5.3.1.11 is_int()

```
long GUI_Controller.is_int (
    double x ) [inline], [private]
```

Function will check whether the given number is integer or not.

Parameters

<i>x</i>	Number to be checked.
----------	-----------------------

Returns

Integer representation of number if number was x.0, or -1 if not.

5.3.1.12 minusAction()

```
void GUI_Controller.minusAction (
    ActionEvent event ) [inline], [private]
```

Button '-' pressed.

Parameters

<i>event</i>	Represents action of pressing a button If display length is zero function prints '-' on display if display is empty. If display length is not zero function load value on display into operand_one. Set operation value on 3. Set reset_D on true. Set dot_flag on false;
--------------	---

5.3.1.13 moduloAction()

```
void GUI_Controller.moduloAction (
    ActionEvent event ) [inline], [private]
```

Button " pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function load value on display into operand_one. Set operation value on 6. Set reset_D on true. Set dot_flag on false;
--------------	---

5.3.1.14 multiAction()

```
void GUI_Controller.multiAction (
    ActionEvent event ) [inline], [private]
```

Button '*' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function load value on display into operand_one. Set operation value on 2. Set reset_D on true. Set dot_flag on false;
--------------	---

5.3.1.15 nineAction()

```
void GUI_Controller.nineAction (
    ActionEvent event ) [inline], [private]
```

Button '9' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print nine on display. If reset_D is true also reset display.
--------------	--

5.3.1.16 oneAction()

```
void GUI_Controller.oneAction (
    ActionEvent event ) [inline], [private]
```

Button '1' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print one on display. If reset_D is true also reset display.
--------------	---

5.3.1.17 plusAction()

```
void GUI_Controller.plusAction (
    ActionEvent event ) [inline], [private]
```

Button '+' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function load value on display into operand_one. Set operation value on 1. Set reset_D on true. Set dot_flag on false;
--------------	---

5.3.1.18 powAction()

```
void GUI_Controller.powAction (
    ActionEvent event ) [inline], [private]
```

Button '^' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function load value on display into operand_one. Set operation value on 5. Set reset_D on true. Set dot_flag on false;
--------------	---

5.3.1.19 sevenAction()

```
void GUI_Controller.sevenAction (
    ActionEvent event ) [inline], [private]
```

Button '7' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print seven on display. If reset_D is true also reset display.
--------------	---

5.3.1.20 sixAction()

```
void GUI_Controller.sixAction (
    ActionEvent event ) [inline], [private]
```

Button '6' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print six on display. If reset_D is true also reset display.
--------------	---

5.3.1.21 sqrtAction()

```
void GUI_Controller.sqrtAction (
    ActionEvent event ) [inline], [private]
```

Button 'sqrt' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function load value on display into operand_one. Set operation value on 7. Set reset_D on true. Set dot_flag on false;
--------------	---

5.3.1.22 threeAction()

```
void GUI_Controller.threeAction (
    ActionEvent event ) [inline], [private]
```

Button '3' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print three on display. If reset_D is true also reset display.
--------------	---

5.3.1.23 twoAction()

```
void GUI_Controller.twoAction (
    ActionEvent event ) [inline], [private]
```

Button '2' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Print two on display. If reset_D is true also reset display.
--------------	---

5.3.1.24 zeroAction()

```
void GUI_Controller.zeroAction (
    ActionEvent event ) [inline], [private]
```

Zero button pressed.

Parameters

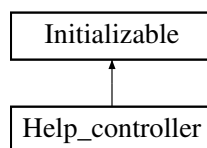
<i>event</i>	Represents action of pressing a button Print zero on display. If reset_D is true also reset display.
--------------	--

The documentation for this class was generated from the following file:

- [/home/bblaskova/NetBeansProjects/IVS-New-Meta/src/GUI_Controller.java](#)

5.4 Help_controller Class Reference

Inheritance diagram for Help_controller:



Public Member Functions

- void **initialize** (URL url, ResourceBundle rb)

Private Member Functions

- void [closeAction](#) (ActionEvent event)
Button 'About' pressed.
- void [creditsAction](#) (ActionEvent event)
Button 'About' pressed.

Private Attributes

- Button **closeWindow**

5.4.1 Member Function Documentation

5.4.1.1 closeAction()

```
void Help_controller.closeAction (
    ActionEvent event ) [inline], [private]
```

Button 'About' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function close Help window.
--------------	--

5.4.1.2 creditsAction()

```
void Help_controller.creditsAction (
    ActionEvent event ) [inline], [private]
```

Button 'About' pressed.

Parameters

<i>event</i>	Represents action of pressing a button Function opens Credits window.
--------------	---

The documentation for this class was generated from the following file:

- /home/bblaskova/NetBeansProjects/IVS-New-Meta/src/Help_controller.java

5.5 math Class Reference

Static Public Member Functions

- static double [add](#) (double x, double y)
Function will add two double numbers.
- static long [add](#) (long x, long y)
Function will add two integer numbers.
- static double [add](#) (double x, long y)

Function will add two numbers - one integer and one double.

- static double `add` (long x, double y)

Function will add two numbers - one integer and one double.

- static double `sub` (double x, double y)

Subtraction of two numbers.

- static double `multiply` (double x, double y)

Function will multiply two double numbers.

- static long `multiply` (long x, long y)

Function will multiply two integer numbers.

- static double `multiply` (long x, double y)

Function will multiply two numbers - one double and one integer.

- static double `multiply` (double x, long y)

Function will multiply two numbers - one double and one integer.

- static double `divide` (double x, double y)

Division of two numbers.

- static long `factorial` (long num)

Function will calculate a factorial of a given number.

- static double `pow` (double x, int y)

- static int `pow` (int x, int y)

- static long `mod` (long x, long y)

Modulo function.

- static double `root` (double x, double root)

Sqrt function.

5.5.1 Member Function Documentation

5.5.1.1 `add()` [1/4]

```
static double math.add (
    double x,
    double y ) [inline], [static]
```

Function will add two double numbers.

Parameters

<code>x</code>	first number for operation
<code>y</code>	second number for operation

Returns

result of adding two parameters

5.5.1.2 add() [2/4]

```
static long math.add (  
    long x,  
    long y ) [inline], [static]
```

Function will add two integer numbers.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of adding two parameters

5.5.1.3 add() [3/4]

```
static double math.add (  
    double x,  
    long y ) [inline], [static]
```

Function will add two numbers - one integer and one double.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of adding two parameters

5.5.1.4 add() [4/4]

```
static double math.add (  
    long x,  
    double y ) [inline], [static]
```

Function will add two numbers - one integer and one double.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of adding two parameters

5.5.1.5 divide()

```
static double math.divide (  
    double x,  
    double y ) [inline], [static]
```

Division of two numbers.

Parameters

<i>x</i>	divident
<i>y</i>	divisor

Returns

result of dividing two numbers

5.5.1.6 factorial()

```
static long math.factorial (  
    long num ) [inline], [static]
```

Function will calculate a factorial of a given number.

Parameters

<i>num</i>	number from which we want factorial to be calculated from
------------	---

Returns

value of the factorial

5.5.1.7 mod()

```
static long math.mod (  
    long x,  
    long y ) [inline], [static]
```

Modulo function.

Parameters

<i>x</i>	divident
<i>y</i>	divisor

Returns

the remainder from division

5.5.1.8 multiply() [1/4]

```
static double math.multiply (  
    double x,  
    double y )  [inline], [static]
```

Function will multiply two double numbers.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of multiplying two numbers

5.5.1.9 multiply() [2/4]

```
static long math.multiply (  
    long x,  
    long y )  [inline], [static]
```

Function will multiply two integer numbers.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of multiplying two numbers

5.5.1.10 multiply() [3/4]

```
static double math.multiply (  
    long x,  
    double y ) [inline], [static]
```

Function will multiply two numbers - one double and one integer.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of multiplying two numbers

5.5.1.11 multiply() [4/4]

```
static double math.multiply (  
    double x,  
    long y ) [inline], [static]
```

Function will multiply two numbers - one double and one integer.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of multiplying two numbers

5.5.1.12 pow() [1/2]

```
static double math.pow (  
    double x,  
    int y ) [inline], [static]
```

Parameters

<i>x</i>	floating point base value
<i>y</i>	power value

Returns

result of raising x to the power y

5.5.1.13 pow() [2/2]

```
static int math.pow (  
    int x,  
    int y ) [inline], [static]
```

Parameters

<i>x</i>	floating point base value
<i>y</i>	power value

Returns

result of raising x to the power y

5.5.1.14 root()

```
static double math.root (  
    double x,  
    double root ) [inline], [static]
```

Sqrt function.

Parameters

<i>x</i>	number to be rooted
<i>root</i>	root of the number

Returns

result of operation

5.5.1.15 sub()

```
static double math.sub (  
    double x,  
    double y ) [inline], [static]
```

Substraction of two numbers.

Parameters

<i>x</i>	first number for operation
<i>y</i>	second number for operation

Returns

result of subtracting two numbers

The documentation for this class was generated from the following file:

- [/home/bblaskova/NetBeansProjects/IVS-New-Meta/src/math.java](#)

5.6 mathTest Class Reference

Public Member Functions

- void **setUp** () throws Exception
- void **tearDown** () throws Exception
- void [testAdd](#) ()
- void [testSub](#) ()
- void [testMultiply](#) ()
- void [testDivide](#) ()
- void [testFactorial](#) ()
- void [testPow](#) ()
- void [testMod](#) ()
- void [testAdd_double_double](#) ()
- void [testAdd_long_long](#) ()
- void [testAdd_double_long](#) ()
- void [testAdd_long_double](#) ()
- void [testMultiply_double_double](#) ()
- void [testMultiply_long_long](#) ()
- void [testMultiply_long_double](#) ()
- void [testMultiply_double_long](#) ()
- void [testPow_double_int](#) ()
- void [testPow_int_int](#) ()
- void [testRoot](#) ()

Static Public Member Functions

- static void **setUpClass** () throws Exception
- static void **tearDownClass** () throws Exception

5.6.1 Member Function Documentation

5.6.1.1 testAdd()

```
void mathTest.testAdd ( ) [inline]
```

Test of add method, of class math.

5.6.1.2 testAdd_double_double()

```
void mathTest.testAdd_double_double ( ) [inline]
```

Test of add method, of class math. Double, Double

5.6.1.3 testAdd_double_long()

```
void mathTest.testAdd_double_long ( ) [inline]
```

Test of add method, of class math. Double, Long

5.6.1.4 testAdd_long_double()

```
void mathTest.testAdd_long_double ( ) [inline]
```

Test of add method, of class math. Long, Double

5.6.1.5 testAdd_long_long()

```
void mathTest.testAdd_long_long ( ) [inline]
```

Test of add method, of class math. Long, Long

5.6.1.6 testDivide()

```
void mathTest.testDivide ( ) [inline]
```

Test of divide method, of class math.

5.6.1.7 testFactorial()

```
void mathTest.testFactorial ( ) [inline]
```

Test of factorial method, of class math.

5.6.1.8 testMod()

```
void mathTest.testMod ( ) [inline]
```

Test of mod method, of class math.

5.6.1.9 testMultiply()

```
void mathTest.testMultiply ( ) [inline]
```

Test of multiply method, of class math.

5.6.1.10 testMultiply_double_double()

```
void mathTest.testMultiply_double_double ( ) [inline]
```

Test of multiply method, of class math. Double, Double

5.6.1.11 testMultiply_double_long()

```
void mathTest.testMultiply_double_long ( ) [inline]
```

Test of multiply method, of class math. Double, Long

5.6.1.12 testMultiply_long_double()

```
void mathTest.testMultiply_long_double ( ) [inline]
```

Test of multiply method, of class math. Long, Double

5.6.1.13 testMultiply_long_long()

```
void mathTest.testMultiply_long_long ( ) [inline]
```

Test of multiply method, of class math. Long, Long

5.6.1.14 testPow()

```
void mathTest.testPow ( ) [inline]
```

Test of pow method, of class math.

5.6.1.15 testPow_double_int()

```
void mathTest.testPow_double_int ( ) [inline]
```

Test of pow method, of class math. Double, Int

5.6.1.16 testPow_int_int()

```
void mathTest.testPow_int_int ( ) [inline]
```

Test of pow method, of class math. Int, Int

5.6.1.17 testRoot()

```
void mathTest.testRoot ( ) [inline]
```

Test of root method, of class math.

5.6.1.18 testSub()

```
void mathTest.testSub ( ) [inline]
```

Test of sub method, of class math.

The documentation for this class was generated from the following file:

- /home/bblaskova/NetBeansProjects/IVS-New-Meta/test/[mathTest.java](#)

Chapter 6

File Documentation

6.1 /home/bblaskova/NetBeansProjects/IVS-New-Meta/src/Calculator.java File Reference

Main class - [Calculator](#).

Classes

- class [Calculator](#)

6.1.1 Detailed Description

Main class - [Calculator](#).

Author

xcrkon00

6.2 /home/bblaskova/NetBeansProjects/IVS-New-Meta/src/GUI_Controller.java File Reference

Contains button actions.

Classes

- class [GUI_Controller](#)

6.2.1 Detailed Description

Contains button actions.

FXML Controller class

Author

xcrkon00

6.3 /home/bblaskova/NetBeansProjects/IVS-New-Meta/src/math.java File Reference

Class with mathematic operation used in calculator.

Classes

- class [math](#)

6.3.1 Detailed Description

Class with mathematic operation used in calculator.

Author

xblask04

6.4 /home/bblaskova/NetBeansProjects/IVS-New-Meta/test/mathTest.java File Reference

Tests for [math.java](#) library.

Classes

- class [mathTest](#)

6.4.1 Detailed Description

Tests for [math.java](#) library.

Author

xkosti07

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