Team Gwuacamohli (Period 8)

Grapher UML

```
(-) int xmin, xmax, ymin, ymax
(-) String[][] _graph
```

```
(+) void Grapher()
(+) void Grapher(int, int)
(+) void Grapher(int, int, int, int)
(+) void filler()
    This fills the matrix with spaces
(+) String toString()
(+) String userInput()
(+) String[] eqToArray(String)
(+) ArrayList arToAL(String[])
(+) int calcVal(int)
(+) void plot()
```

Calculator UML (for simple, single operation calculations)

```
(-)ArrayList<Object> _input
```

```
(+) double add(int, int)
(+) double subtract(int, int)
(+) double multiply(int, int)
(+) double divide(int, int)
(+) double exponent(int, int)
(+) String userInput()
(+) String[] eqToArray(String)
(+) ArrayList arToAL(String[])
```

Spreadsheet UML

```
(-) int numcols, numrows
(-) Object[][] _table
```

```
(+) String toString()
(+) void Spreadsheet()
(+) void Spreadsheet(int, int)
(+) Object set(int, int, Object)
(+) Object remove(int, int, Object)
(+) Object get(int, int)
(+) String addRow(int)
(+) String addCol(int)
(+) Int statistics()
```

Splitter UML

```
                                                          
  (+)  ArrayList toAL(String[])
  (+)  ArrayList makeAL(String)
  (+)  void numberize(ArrayList)
  (+)  int findDeg(String)
  (+)  int findCoeff(String)
  (+)  boolean hasX(String)
  (+)  int input(String, int)
  (+)  int reduce(ArrayList, int)
```

Mathematical Utility
(Asks User to select one of
the following 3 functions)

Driver.
java

1:
Grapher.java

2:
Calculator.java

3:
Spreadsheet.java

is - a

Table.java
(computes x and y values
in a table from the input
referred to in Grapher)

Splitter.java