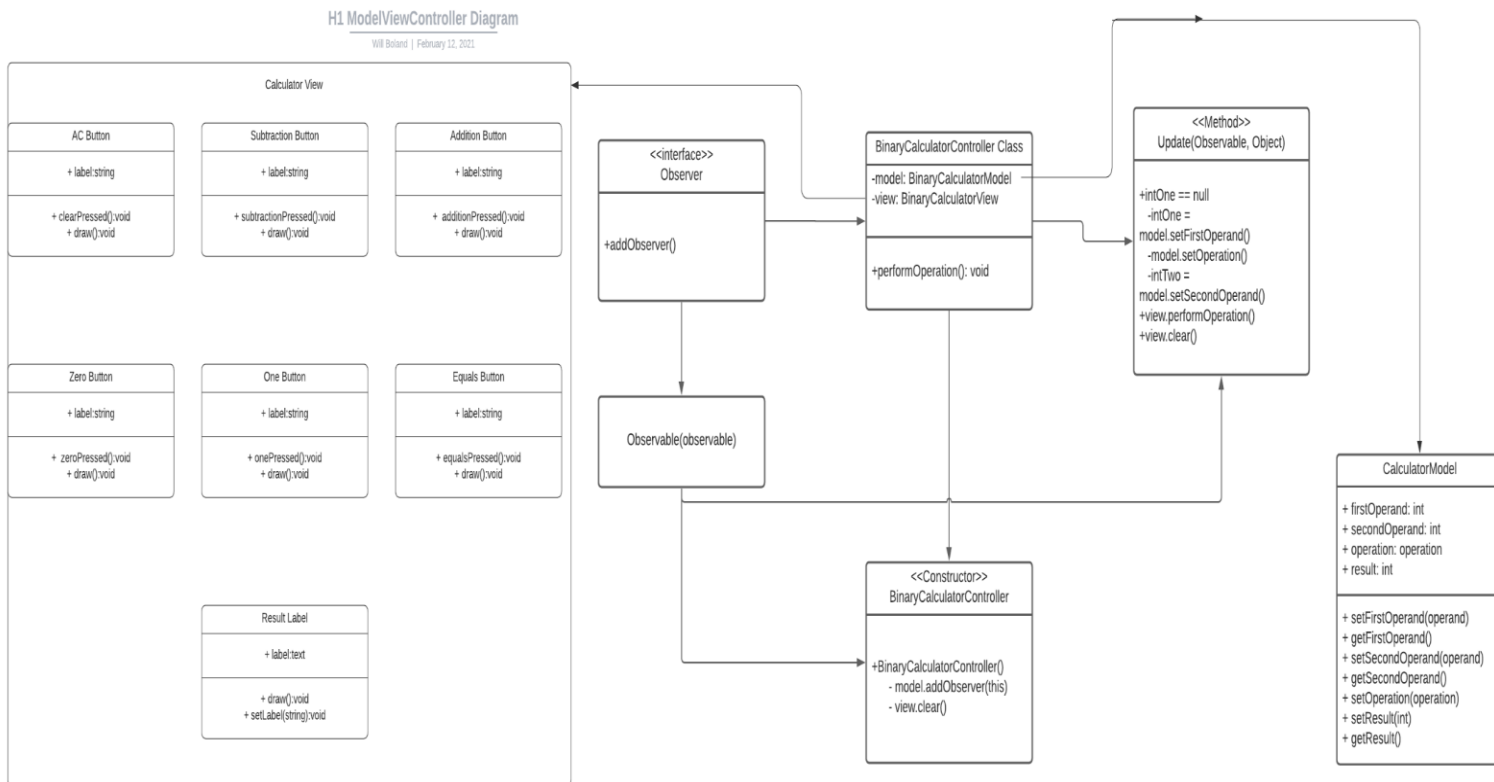


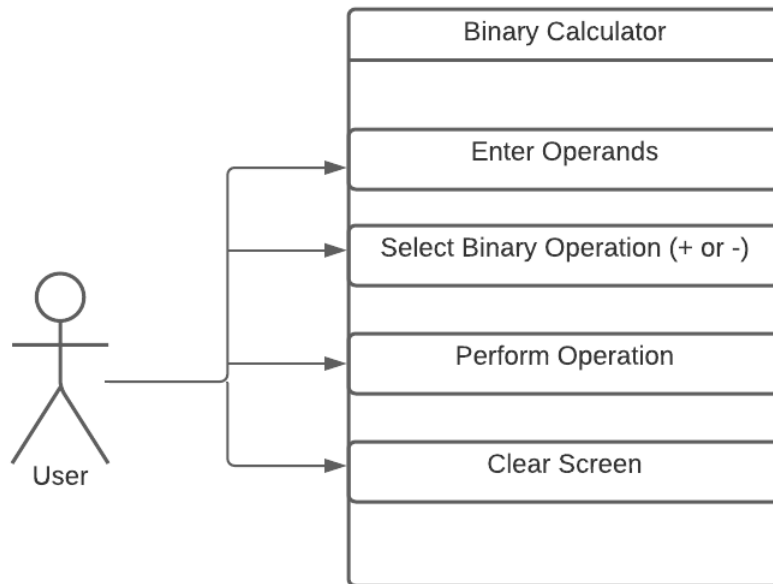
Description

The binary calculator has two input integers values (0 and 1), two mathematical operations (addition and subtraction) the user can choose from, a clear function, and an equals function which calculates the result. This calculator application uses a model, view, and controller to carry out/display the user's input. The UML Case diagram depicts how the user can interact with the application. The UML Class Diagrams show the backend functionality of each: model, view, and controller. As well as how the three classes relate to each other. Lastly, the UML Activity Diagram represents the decision-making portion of the app that the user can make when using the app.

Model, View Controller Diagram



Use Case Diagram



UML Activity Diagram

