

1. We want to construct the **Calculator**, **Calc**, **Add**, **Sub**, **Mul**, and **Div** classes in order for the attached main method to work properly.
 - **Calculator** has one **Calc** field.
 - The *setCalculator* method of **Calculator** takes one parameter and can receive **Add**, **Sub**, **Mul**, and **Div** objects as parameters. When each object is received, it can be set as the field.
 - The *run* method of **Calculator** receives two integers through a scanner and performs calculations based on the object received by *setCalculator*.
 - **Calc** is an abstract class that has two int operands as fields.
 - The *setValue* method in **Calc** saves the two received values as operand values inside the object.
 - The *calculate* method in **Calc** is declared as an abstract method for calculation.
 - **Add**, **Sub**, **Mul**, and **Div** are classes that inherit from **Calc**.

```
Write two integers >> 1 2
3
Write two integers >> 10 5
2
Write two integers >> 6 4
2
Write two integers >> 5 3
15
```

Figure 1: Point class