선언부

```
#include <iostream>
   using namespace std.
v class Addi
       Int a
       Int b:
       word setValue(int x, int y):
       Int calculate();
v class Sub (
       int at
       int b:
       void setValue(int x, int y):
       int calculate():

✓ class Mul - [
       int at
       Int b.
       your setValue(int x, int y);
       im calculate():

    ulass Div (

       int a.
       int b:
       word setValue(in) x, int y);
       Int calculate():
```

구현부

```
void Add: setValue(int x, int y) {
      b = v:
  int Add::calculate() {
      return a + b;
void Sub::setValue(int x, int y) {
      \mathbf{a} = \mathbf{x} \mathbf{I}
      b = y^{-}
  int Sub::calculate() {
      return a - b:
a = x
      b = v:

√ int Mul∷calculate() {
       return a . b;
void Div::setValue(int x, int y) {
      \mathbf{a} = \mathbf{x}^{\top}
      b = v
int Div ::calculate() {
       return a / b:
```

메인

```
int main() {
   int x y
   char c.
   coul << "두 정수와 연산자를 입력하세요>>";
   cin >> x >> y >> c;
   if (c == '+' ) {
       Add a
       a.setValue(x, y);
       cout << a.calculate() << endl;
   else if (c = '-') {
       Sub s
       s setValue(x, v);
       cout << s.calculate() << endl;
   else if (c = '*') {
       Mul m
       m.setValue(x, y);
       cout << m.calculate() << endl;
   else if (c = \frac{1}{2}) {
       Div d:
       d.setValue(x, y);
       cout << d.calculate() << endl;
```

선언부

구현부

메인

```
#1 Indet GALCULATON_H
#define CALCULATOR_H
class Add [
private!
   int at
   Int b:
   you'd setValue(int x, Int y);
   int calculate();
class Sub I
Dr (vate:
   int al
   int ba
   void setValue(int x, int y);
   int catculate();
class Mul I
   int a:
   int b.
   wold setValue(int x, int y);
   int calculate();
class Div F
   int a:
   int b:
   void setValue(int x, int y):
   int calculate();
Wendif
```

```
#include "calculator.h"
void Add::setValue(Int x, Int y) {
       \mathbf{a} = \mathbf{x}
       b = v1
    Int Add: calculate() {
       return a + b:
void Sub : setValue(int x, int y) {
       a = x
       b = V:
   int Sub: calculate() {
       return a - b:
   void MultisetValue(int x, int y) {
       \mathbf{b} = \mathbf{y}_{+}^{+}

√ int Mul::calculate() (
       return a * b;
void Div∷setValue(int x, int y) {
       a = x
       b = v;

✓ int Div∷calculate() [
       return a / bi
```

```
#include <iostream>
using namespace std:
#include calculator.h"
int main() {
   char c
   cout << "두 정수와 면산자를 입력하세요>>";
   cin >> x >> y >> c!
       Add a
       a setValue(x, y);
       cout << a calculate() << endl;
   else if (c == '-') {
       Sub s.
       s.setValue(x, y):
       cout << s.calculate() << endl;
   else if (c = '+') {
       Mul m
       m.setValue(x, y);
       cout << m.calculate() << endl;
   else if (c == '/') {
       Div di
       d.setValue(x, y);
       cout << d.calculate() << endl;
```

결과

두 정수와 연산자를 입력하세요>>8 5 -3

두 정수와 연산자를 입력하세요>>77 5 / 15