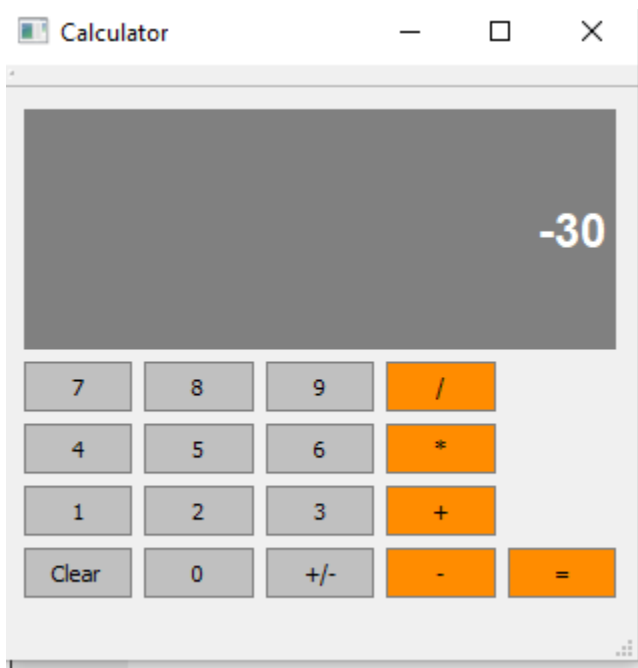
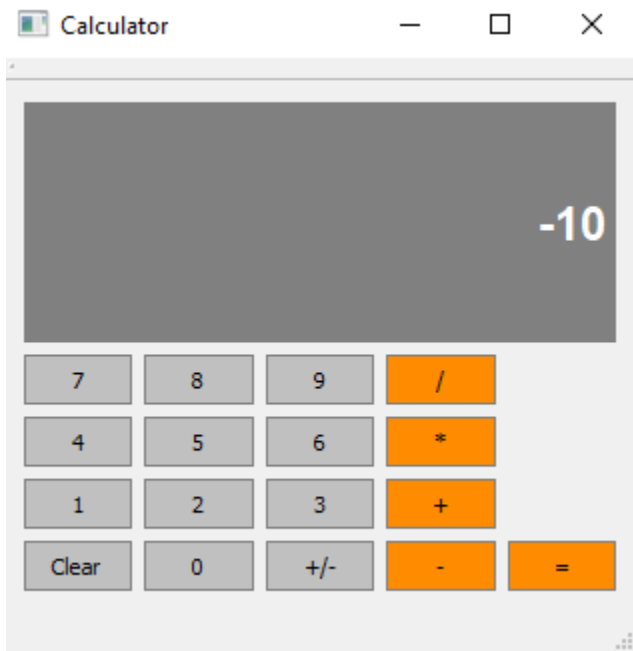
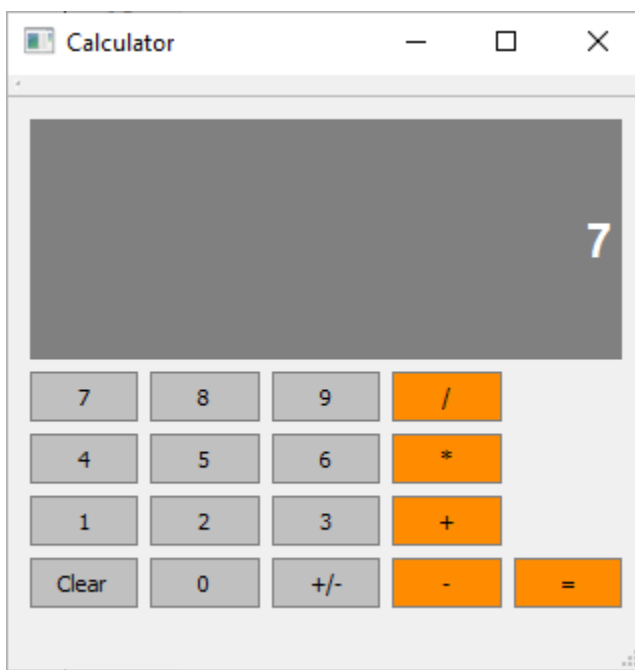
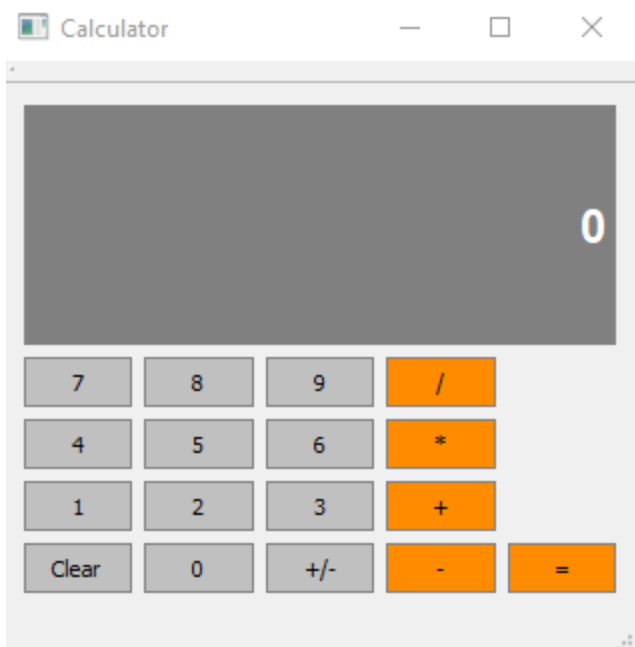
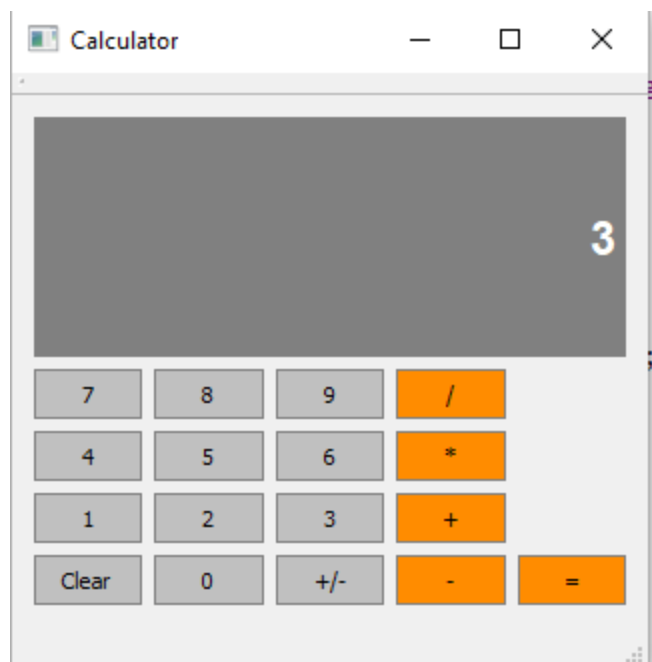
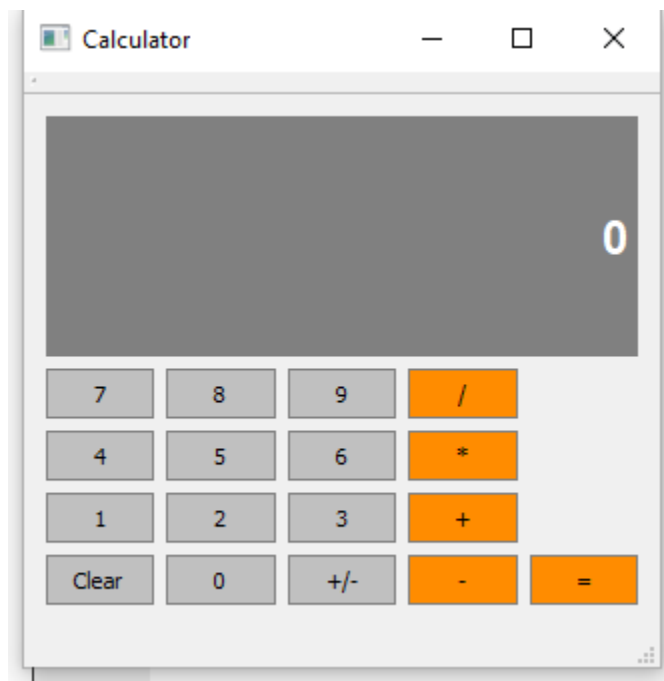
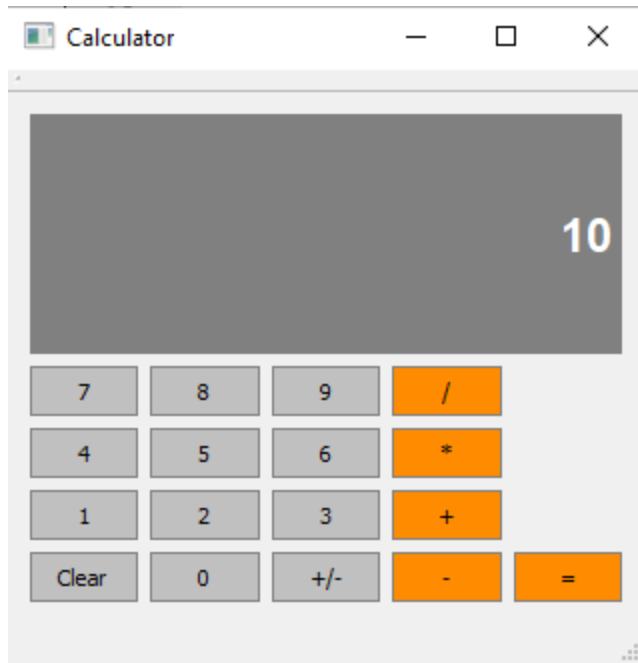


Screenshots









Program was run and built through Qt Creator

The results were successful since all 4 functions on the calculator work correctly, and the number saves from the previous answer to be reused. The number can be negated or cleared. It is a success.

My approach was to look at the code logically. When a number is pressed, it has to be shown. Then if you decide to press another one, an action must be taken, whether that be to do some

sort of calculation or make the number string bigger, or negate it or clear and so forth. So after the value is displayed, all of the other slots and signals are based off of the first display. Qt Creator was also very helpful in that most of the setup for the UI is straightforward and the interface/class is set up for you.