**Software Design Document**

**Application Name:** Project Week 3 – Simple Calculator with Memory  
**Developer:** Eric Martinez

**What classes will the program use?**

* **CalculatorApp** – This is the main part of the program that runs everything. It shows the menu, takes user choices, and uses other classes to do the work.
* **Calculator** – Handles the math. It performs addition, subtraction, multiplication, division, and modulus.
* **Memory**- Handles the memory features. It stores a single value and a list of up to 10 integers. It lets the user store, view, update, or delete values in memory.
* **InputValidator** – Makes sure the user types in valid numbers or menu options.

**What functions are in the program?**

**In CalculatorApp**

* Main() – Starts the program and keeps it running
* ShowMenu() – Displays the math options
* HandleChoice() – Uses the user’s input to pick the right calculation or memory feature

**In Calculator**

* Add(int a, int b) – Adds two whole numbers
* Subtract(double a, double b) – Subtracts two decimal numbers
* Multiply(int a, int b) – Multiplies two whole numbers
* Divide(double a, double b) – Divides two decimal numbers (includes divide-by-zero check)
* Modulus(int a, int b) – Finds the remainder (also checks for divide-by-zero)

In MemoryManager

* StoreSingle(double value) – Stores a single number in memory
* RetrieveSingle() – Returns the stored value
* ClearSingle() – Clears the single stored value
* ReplaceSingle(double value) – Replaces the current stored value
* AddToList(int value) – Adds an integer to the list (max 10 values)
* RemoveFromList(int value) – Removes a value from the list
* DisplayList() – Shows all the stored list values
* CountList() – Shows how many values are in the list
* SumList() – Adds all numbers in the list
* AverageList() – Calculates the average of the list values
* DifferenceFirstLast() – Shows the difference between the first and last values

**In InputValidator**

* ReadInt(prompt) – Asks for a whole number and checks it's valid
* ReadDouble(prompt) – Asks for a decimal number and checks it's valid
* ReadMenuChoice() – Makes sure the user picks a valid menu option

**How does the program flow?**

1. Shows a welcome message and memory instructions
2. Shows the calculator and memory menu
3. The user picks a number for a calculation or memory feature
4. If math is selected, it asks for one or two numbers and uses calculator
5. If memory is selected, it asks what action to take (store, retrieve, etc.) and uses MemoryManager
6. Results are shown to the user
7. The user is asked if they want to continue
8. If yes, it loops. If not, it prints a thank you message and exits

**Controls and Error Handling**

* Uses switch to control menu choices
* Uses while loop to keep the program running
* Uses input validation to prevent crashes
* Checks for divide-by-zero
* Shows clear messages if something breaks.
* Makes sure the memory list never goes above 10 items
* Shows clear messages if something goes wrong

A screenshot of a computer program

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