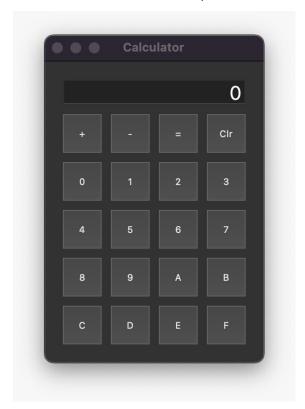# Hexadecimal Calculator with QT

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- We used qmake to initialize our qt project.
- We create a Button QTObject to use within the window.
- In the constructor, We created a grid and put the buttons that we have generated.
- Then we implemented our sum, minus, and equal functions and connected them with signals.
- We also write a custom signedLongToHex function to use inside our calculator.
- We are keeping the numbers and operations inside a vector called queue.
- In main.cpp we initialize and show our calculator on screen.