

GUI-Based Advanced Calculator with Special Functions

Problem Statement

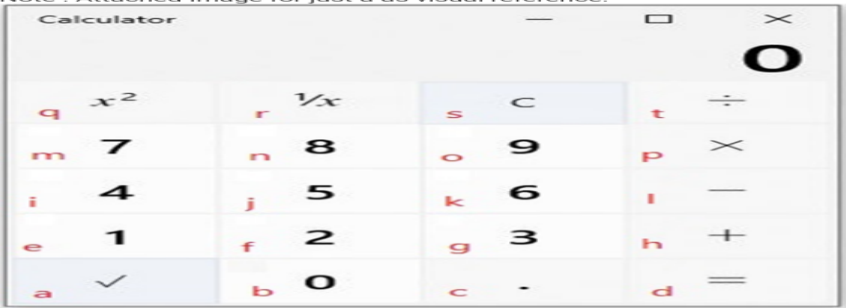
This task celebrates your learning journey — by helping you implement a very simple version of an **Advanced Calculator**, the kind that mimics buttons on a GUI.

You will be given a string of characters like **okhid** which represent button presses.

Each character corresponds to a calculator button. For example:

- 'o' → 9, 'k' → 6, 'h' → +, 'd' → =, 'q' → Square, 'r' → Reciprocal, etc.

Note : Attached image for just a as visual reference.



The method `gui_map(char)` is already provided to help you convert characters into calculator buttons.

Your job is to write **only one line of code** that maps all characters from the input into GUI buttons.

This task may look long — but don't worry, we've made it super easy for you.

You've reached Week 12! That alone is a great achievement!

Let's now finish strong with something fun and satisfying

Private Test cases used for evaluation	Input	Expected Output	Actual Output	Status
Test Case 1	okhid	100.0	100.0\n	Passed

The due date for submitting this assignment has passed.

1 out of 1 tests passed.

You scored 100.0/100.

Assignment submitted on 2025-04-16, 23:35 IST

Your last recorded submission was:

```
import java.util.Scanner;
public class W12_P1 {
    public static void main(String args[]){
        Scanner sc = new Scanner(System.in);
        // Read the string representing calculator key presses
        String input = sc.nextLine();
        // Convert input string to character array
        char seq[] = input.toCharArray();
        for(int i=0; i<seq.length; i++){
            int outflag = 0;
            if (seq[i]!='R' || seq[i]!='S' || seq[i]!='F' || seq[i]!='C')
                break;
        }
        // The logic below performs calculation based on mapped characters
        double o1 = 0.0, o2 = 0.0, output = 0.0;
        String o1_s = "", o2_s = "";
        outerloop: for (int i = 0; i < seq.length; i++) {
            for (int k = 0; k < seq.length; k++) {
                if (seq[i] == 'C') {
                    o1 = 0.0;
                    o2 = 0.0;
                    output = 0.0;
                    outflag = 0;
                } else if (seq[i] == 'R') {
                    o1 = 1.0 / Double.parseDouble(o1_s);
                    output = Math.sqrt(o1);
                    outflag = 1;
                } else if (seq[i] == 'S') {
                    o1 = Double.parseDouble(o1_s);
                    output = Math.pow(o1, 2);
                    outflag = 1;
                } else if (seq[i] == 'F') {
                    o1 = Double.parseDouble(o1_s);
                    output = Math.pow(o1, -1);
                    outflag = 1;
                } else if (seq[i] == '+' || seq[i] == '-' || seq[i] == '/' || seq[i] == '*') {
                    o1 = Double.parseDouble(o1_s);
                    o2 = Double.parseDouble(o2_s);
                    if (seq[i] == '+') output = o1 + o2;
                    if (seq[i] == '-') output = o1 - o2;
                    if (seq[i] == '/') output = o1 / o2;
                    if (seq[i] == '*') output = o1 * o2;
                    o1_s = "";
                    o2_s = "";
                    outflag = 1;
                } else if (seq[i] == '=') {
                    o1_s = o1_s + seq[k];
                    o2_s = o2_s + seq[k];
                    outflag = 1;
                }
            }
        }
        if (outflag == 1)
            System.out.println(output);
        // Function to map raw input character to calculator key
        static char gui_map(char in) {
            char out[] = {'0', '1', '2', '3', '4', '5', '6', '7', '8', '9', '+', '-', '*', '/', 'C', 'R', 'S', 'F', '='};
            for (int i = 0; i < out.length; i++) {
                if (in == out[i])
                    break;
            }
            return out[i];
        }
    }
}
```

Sample solutions (Provided by instructor)

```
import java.util.Scanner;
public class W12_P1 {
    public static void main(String args[]){
        Scanner sc = new Scanner(System.in);
        // Read the string representing calculator key presses
        String input = sc.nextLine();
        // Convert input string to character array
        char seq[] = input.toCharArray();
        for(int i=0; i<seq.length; i++){
            int outflag = 0;
            seq[i] = gui_map(seq[i]); // Convert each input character to its corresponding calculator key
        }
        // Explanation:
        // The array 'seq' contains characters like 'o', 'k', 'h', etc.
        // The array 'gui_map' contains each of these into their corresponding calculator keys: '9', '6', '+', etc.
        // This conversion is necessary for the rest of the program to interpret and compute the result.
        // Final Note:
        // Although the solution required only a single line of code, we encourage you to read the full program carefully.
        // It shows how a simulated GUI calculator handles inputs, performs parsing, and computes results.
        // Completing this problem demonstrates your ability to apply Java control structures and methods.
        // Reaching Week 12 is a commendable achievement. Keep building on your skills, and continue exploring Java beyond this course.
        // The logic below performs calculation based on mapped characters
        double o1 = 0.0, o2 = 0.0, output = 0.0;
        String o1_s = "", o2_s = "";
        outerloop: for (int i = 0; i < seq.length; i++) {
            for (int k = 0; k < seq.length; k++) {
                if (seq[i] == 'C') {
                    o1 = 0.0;
                    o2 = 0.0;
                    output = 0.0;
                    outflag = 0;
                } else if (seq[i] == 'R') {
                    o1 = 1.0 / Double.parseDouble(o1_s);
                    output = Math.sqrt(o1);
                    outflag = 1;
                } else if (seq[i] == 'S') {
                    o1 = Double.parseDouble(o1_s);
                    output = Math.pow(o1, 2);
                    outflag = 1;
                } else if (seq[i] == 'F') {
                    o1 = Double.parseDouble(o1_s);
                    output = Math.pow(o1, -1);
                    outflag = 1;
                } else if (seq[i] == '+' || seq[i] == '-' || seq[i] == '/' || seq[i] == '*') {
                    o1 = Double.parseDouble(o1_s);
                    o2 = Double.parseDouble(o2_s);
                    if (seq[i] == '+') output = o1 + o2;
                    if (seq[i] == '-') output = o1 - o2;
                    if (seq[i] == '/') output = o1 / o2;
                    if (seq[i] == '*') output = o1 * o2;
                    o1_s = "";
                    o2_s = "";
                    outflag = 1;
                } else if (seq[i] == '=') {
                    o1_s = o1_s + seq[k];
                    o2_s = o2_s + seq[k];
                    outflag = 1;
                }
            }
        }
        if (outflag == 1)
            System.out.println(output);
        // Function to map raw input character to calculator key
        static char gui_map(char in) {
            char out[] = {'0', '1', '2', '3', '4', '5', '6', '7', '8', '9', '+', '-', '*', '/', 'C', 'R', 'S', 'F', '='};
            for (int i = 0; i < out.length; i++) {
                if (in == out[i])
                    break;
            }
            return out[i];
        }
    }
}
```