Aim:- Write a simple android program to mimic the function of a calculator, which must include some basic arithmetic operation like addition, subtraction, multiplication and division.

Algorithm:-

- 1. Open your Android Studio . Click on Start a New Android Studio Project . Give Application Name *Calculator* and leave other fields as it is, then click NEXT.
- 2. Select the Empty Activity and click NEXT.
- 3. Now we have activity_main.xml in which we have to make the layout of our app
- 4. Select Design->Pallate->Layouts->TableLayout. And customise to make a Tablerow,Tablecol of 5 and 4 respectively i.e 5x4.
- 5. In each row add four button of format:
 - a. <Button
 - b. android:id="@+id/<button id>" -----> Button Id
 - c. android:layout width="30pt"
 - d. android:layout height="30pt"
 - e. android:layout_marginRight="1pt"
 - f. android:onClick="numberEvent" -----> Onclick Event
 - g. android:layout_weight="1"
 - h. android:text=<**Button name**></Button>----> Button Name
- 6. From above we have 20 button which we have to edit the {id,onClickEvent,text} field of those buttons according to our requirement and then out layout is prepared.
- 7. Now we have to add functionality to our app, this we will do in MainActivity.java file of our app.
- 8. In MainActivity.java we declare
 - i. String op: For storing the operator selected by user.
 - ii. String oldNumber: For storing the previous operand.
 - iii. Boolean isNewOperator: For checking if new operator is selected or not, which has default value of true.
 - iv. EditText ed1: For storing the input from the editText field of app.
- 9. Open MainActivity.java and we have to implement five onClick event namely:
 - i. numberEvent: This event is implemented to read the number from [0-9] and store it in variable *number*.
 - ii. OperatorEvent: This event is implemented to read the operator selected in the app like {+,-,*,/,mod}.
 - iii. equalEvent: This event is implemented to calculate the arithemetic operation and showing the result .
 - iv. clearEvent: Used to clear the editText field of app.
 - v. percentageEvent: Used to calculate the percentage of the number entered.
- 10. Implementing the numberEvent :
 - a. We declare the number variable for storing the input then we the switch statement to assign the number according to id . For example if selected button 7 then our Key will be "but7" and we can assign the value of 7 to number.
- 11. Implementing the operatorEvent:
 - a. Firstly we assign the newOperator Value to true and then we save the previous number in oldNumber variable .

- b. Then, we switch the id according to $\{+,-,*,/\}$ and assign the op variable the symbol of the button .
- 12. Implementing the equalEvent:
 - a. Firstly we store the newNumber in variable newNumber
 - b. Then, we switch on basis of op{operator} and do the arithemetic operation and store it in the result variable.
 - c. Finally, we use setText() to print the result in the editText window.
- 13. Implementing the clearEvent:
 - a. Simply we clear the Screen by using the setText("0") method.
 - b. And assigning the newOperator to true;
- 14. Implementing the percentEvent:
 - a. Simply cal the percentage and print it.
- 15. Finally our app is completed.

activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
         android:layout_weight="1"
android:ems="10"
```

```
android:layout_weight="1"
android:text="8"></Button>
```

```
android:textColor="@color/white"></Button>
android:text="3"></Button>
```

```
android:textColor="@color/white"></Button>
</TableRow>
```

```
android:text="%"></Button>
</TableRow>
```

MainActivity.java:

```
package com.example.calculator;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.EditText;

public class MainActivity extends AppCompatActivity {

    String op = "";
    String oldNumber = "";
    boolean isNewOperator = true;
    EditText ed1;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
    }
}
```

```
public void operatorEvent(View view) {
           case R.id.buDivide: op = "/"; break;
case R.id.buPower: op = "^"; break;
```

```
Double.parseDouble(newNumber);
Double.parseDouble(newNumber);
Double.parseDouble(newNumber);
Double.parseDouble(newNumber);
Math.pow(Double.parseDouble(oldNumber),Double.parseDouble(newNumber));
```

Output 1 (Design and blueprint):



Output 2 (In Emulator):

