

**FAKULTA INFORMAČNÍCH TECHNOLOGIÍ
VYSOKÉ UČENÍ TECHNICKÉ V BRNĚ**

Calculator App Manual

Klub priateľov mesta Stropkov

v1.0

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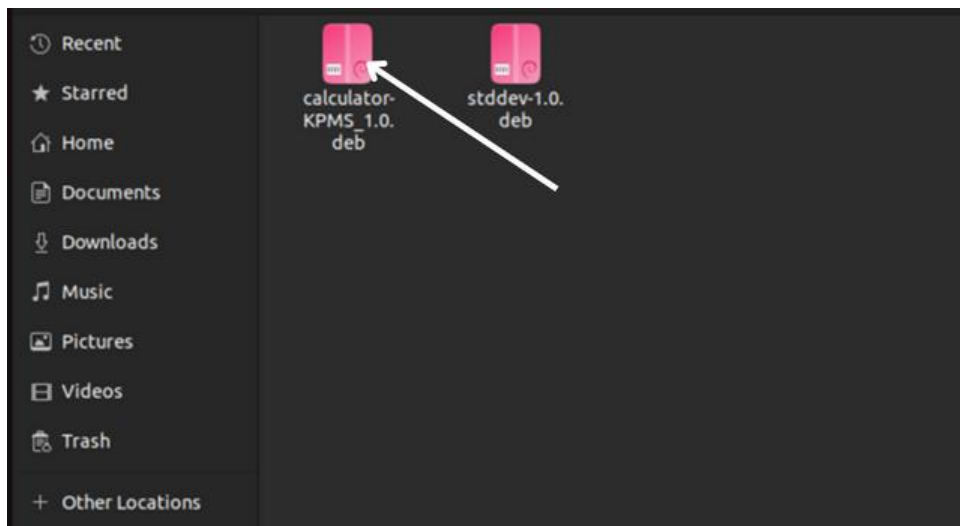
1. Introduction

The calculator application is a simple calculator that allows you to perform basic mathematical operations. This manual will walk you through installation, usage of both basic and advanced functions as well as other important functionality.

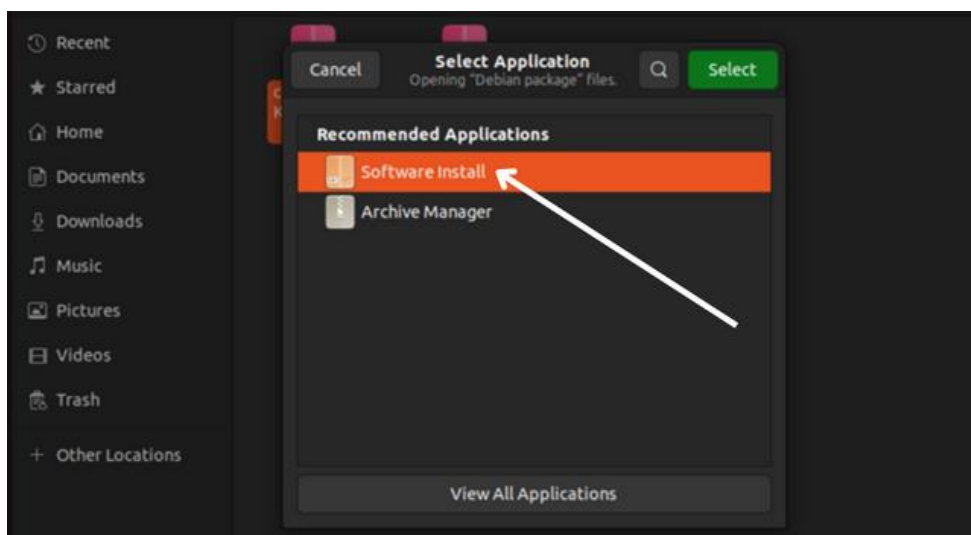
2. Installation

2.1. Calculator

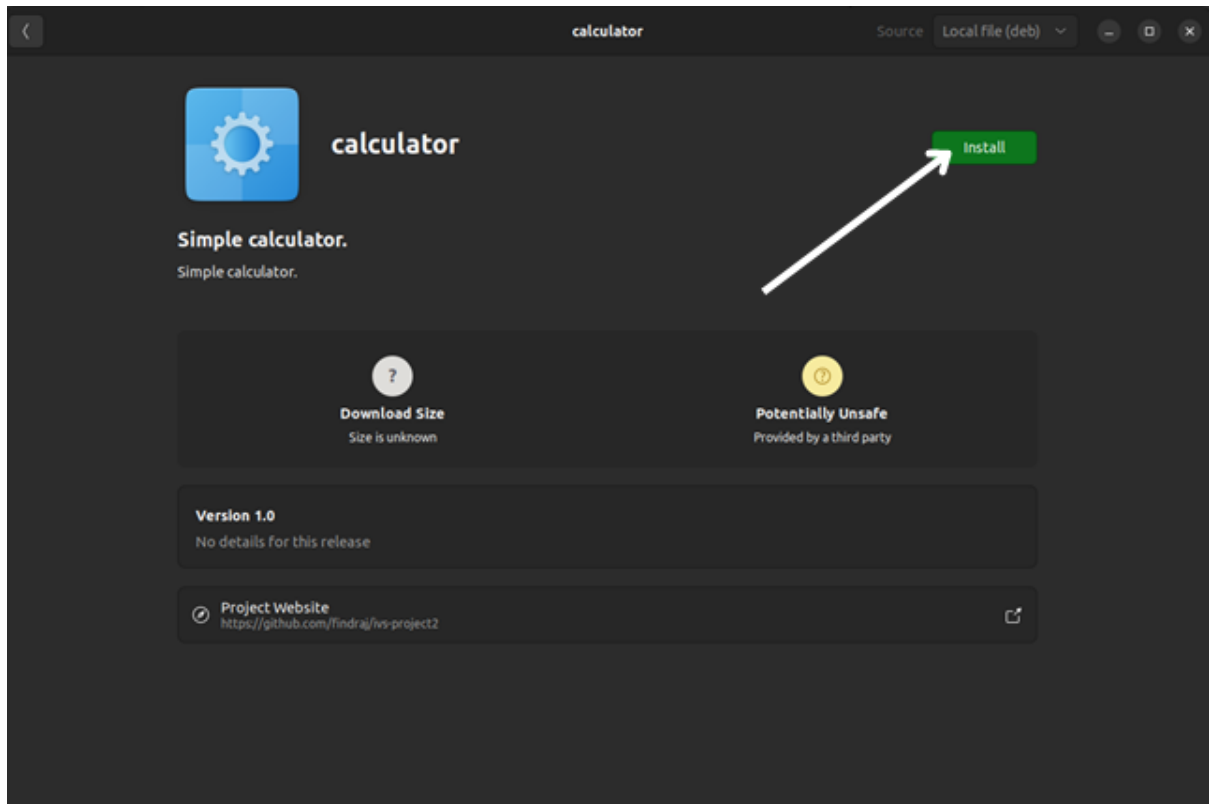
First you need to navigate to the /install directory. There you'll find a file called „calculator-KPMS_1.0.deb“



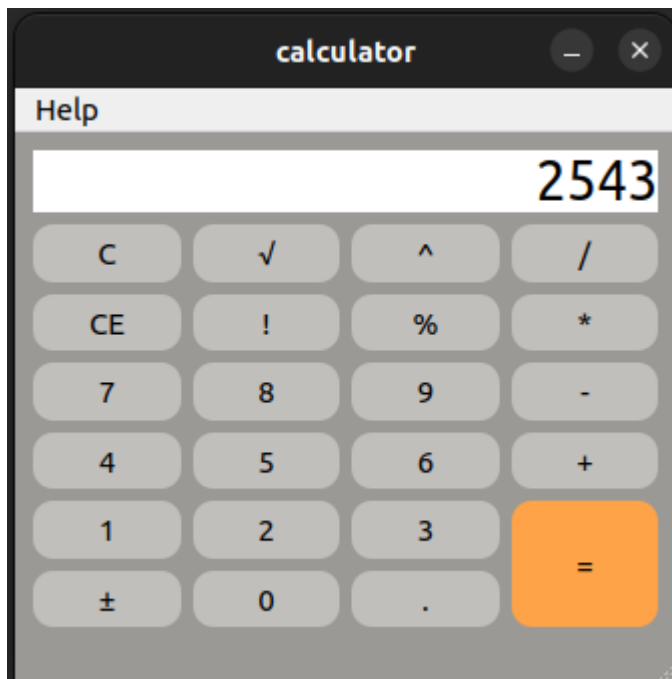
Right-click on it and choose „open with Software Install“.



Now install the calculator app.

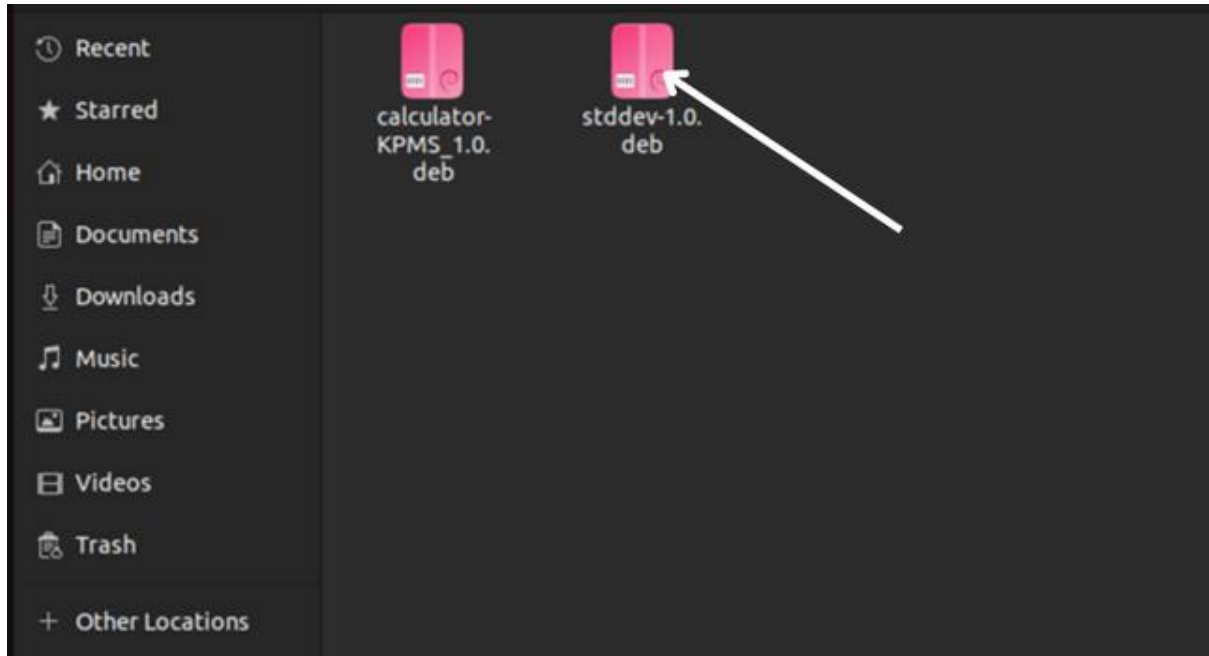


After it is done installing, you can find it in your application list and use it freely.

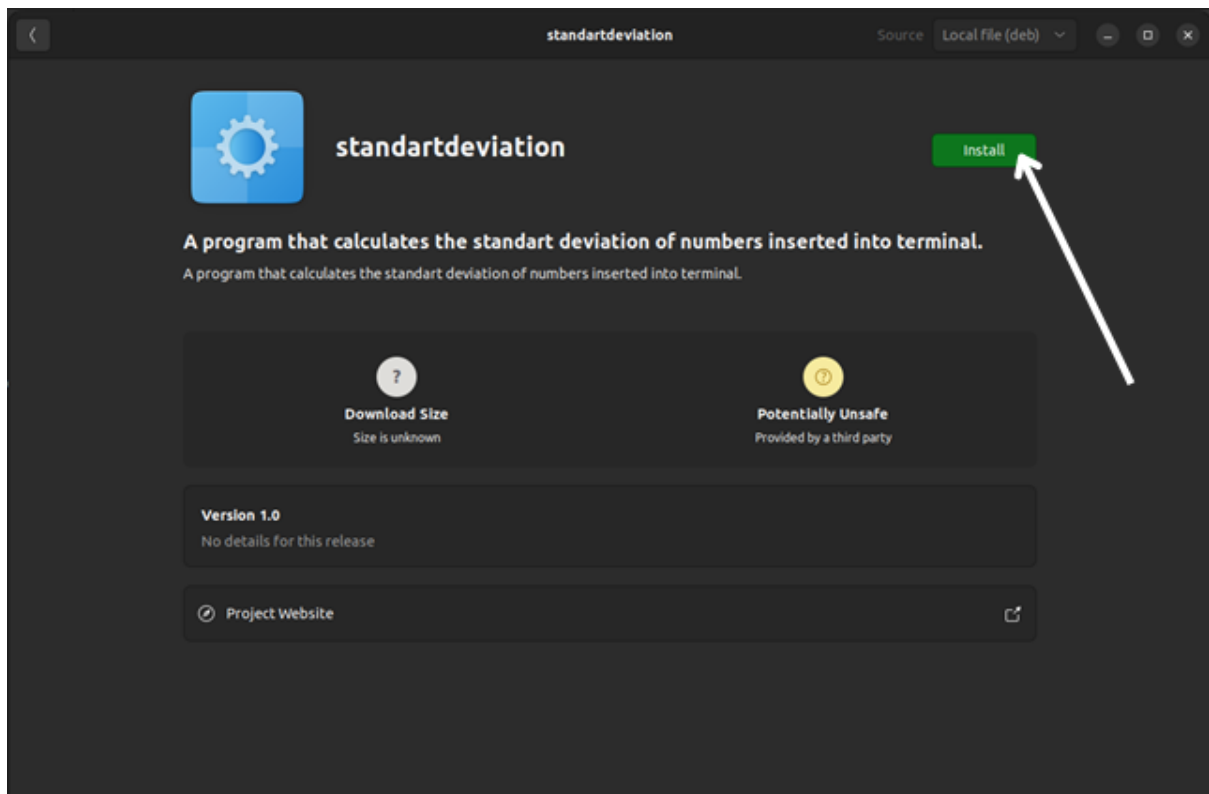


2.2. Standard Deviation

Navigate to the /install directory. There you will find a file called „stddev-1.0.deb“.



Open it with Software Install as you did with the calculator. Then click on install.



Now you can use „stddev“ as a command anywhere in terminal to calculate the standard deviation of any given numbers. You can enter the numbers in the terminal (as shown in the example below) – the sequence ends when you press ctrl+d on a new line. Or you can enter the numbers through a file: stddev < file (where file holds your input numbers)

```
ondriik@ondriik-VirtualBox:~$ stddev
34
324
568
34
567
734

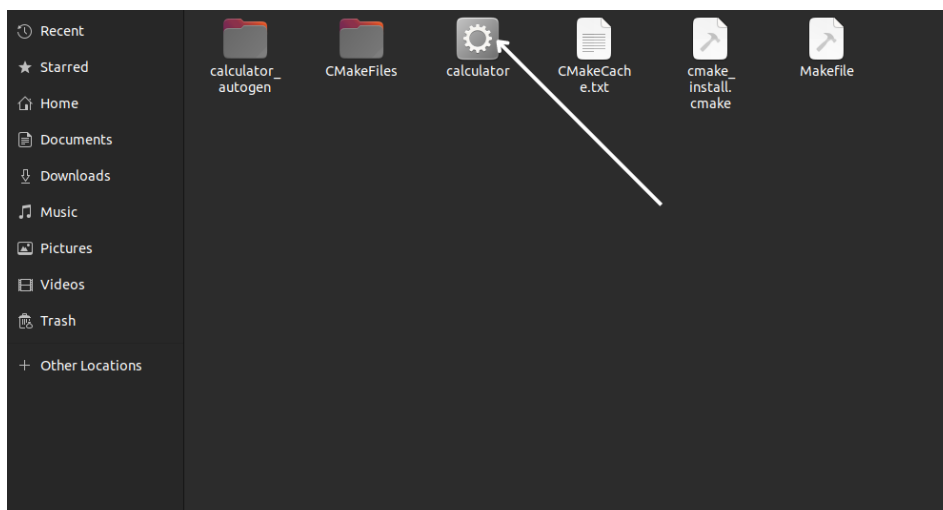
```

2.3. Manual installation

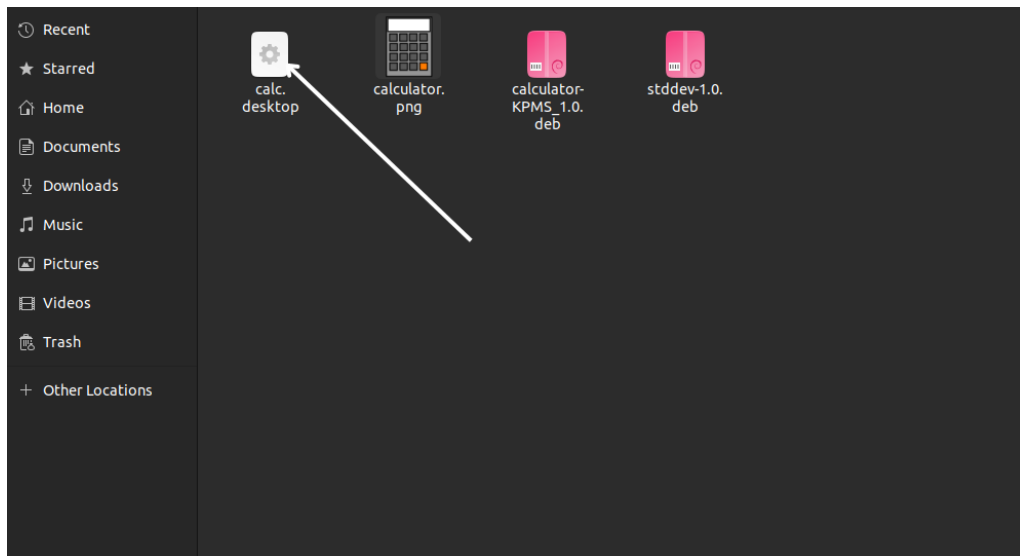
First in the folder /src run make build which will create folder build.

```
ondriik@ondriik-VirtualBox:~/Documents/SKOLA/22-23_LETNY/IVS/lvs-project2/src$ make build
-- The CXX compiler identification is GNU 11.3.0
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- Check for working CXX compiler: /usr/bin/c++ - skipped
-- Detecting CXX compile features
-- Detecting CXX compile features - done
-- Configuring done
-- Generating done
-- Build files have been written to: /home/ondriik/Documents/SKOLA/22-23_LETNY/IVS/lvs-project2/src/build
[ 20%] Automatic MOC and UIC for target calculator
[ 20%] Built target calculator_autogen
[ 40%] Building CXX object CMakeFiles/calculator.dir/calculator_autogen/mocs_compilation.cpp.o
[ 60%] Building CXX object CMakeFiles/calculator.dir/main.cpp.o
[ 80%] Building CXX object CMakeFiles/calculator.dir/calculator.cpp.o
[100%] Linking CXX executable calculator
[100%] Built target calculator
ondriik@ondriik-VirtualBox:~/Documents/SKOLA/22-23_LETNY/IVS/lvs-project2/src$ ls
build  calculator.cpp  calculator.h  calculator.ui  CMakeLists.txt  Doxyfile  install  main.cpp  Makefile  mathLib.cpp  mathLib.h  standardDeviation.cpp  tests
```

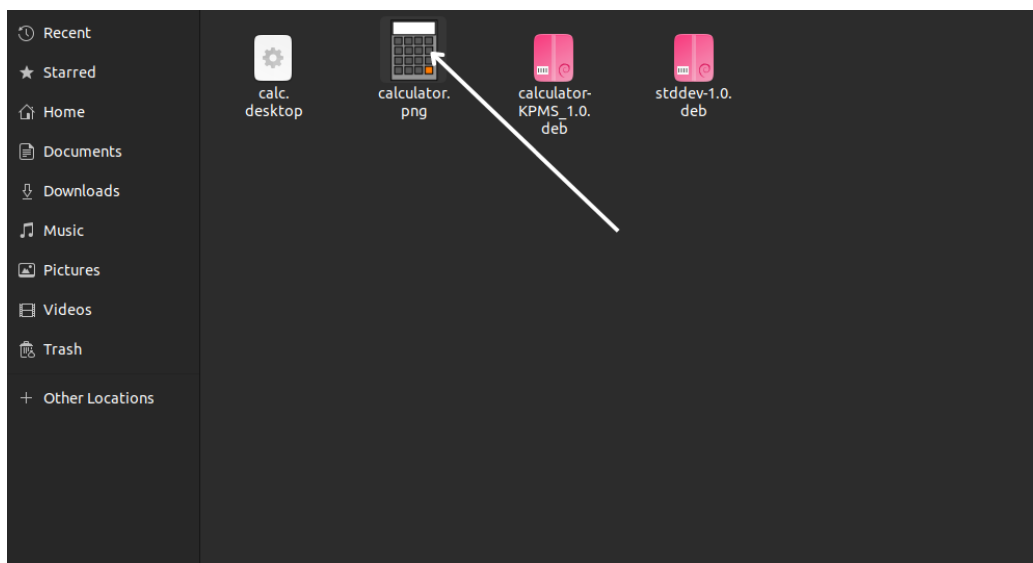
From this folder copy the file calculator to /usr/local/bin



Then from folder /install copy the file calc.desktop to folder /usr/share/applications.



From the folder /install also copy the file calculator.png to folder /usr/share/pixmaps.



Now you should see the app icon in the list of applications on your computer.

2.4. Manual uninstalling

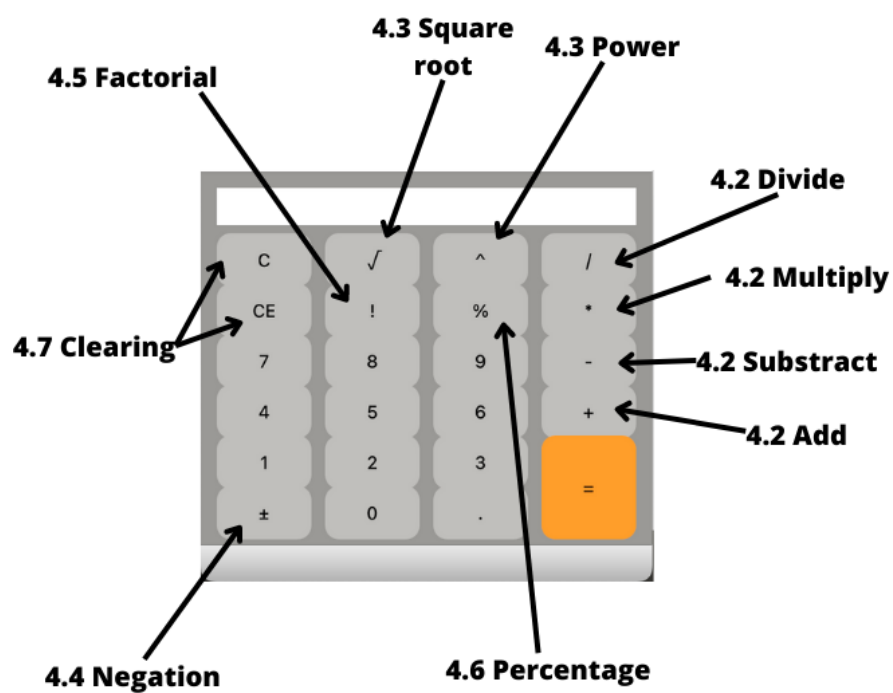
To manually uninstall the app, you need to remove these files:

`/usr/local/bin/calculator`

`/usr/share/applications/calc.desktop`

`/usr/share/pixmaps/calculator.png`

3. Layout



4. Usage

4.1. Getting started

To use the calculator, simply enter numbers using the number buttons (0-9), and perform operations using the operation buttons (+, -, *, /, ^, √). You can also use the decimal button (.) to enter decimal numbers.

4.2. Basic Operations

To perform basic operations such as addition, subtraction, multiplication, and division, simply enter the first number, then press the corresponding operation button, then enter the second number and press the equals button (=) to see the result.

4.3. Power and Square Root

To perform exponentiation (raise a number to a power) or calculate a square root, enter the first number, then press the corresponding button (^ for exponentiation or √ for square root), then enter the second number and press the equals button (=) to see the result.

4.4. Negation

To negate a number (change its sign from positive to negative or vice versa), simply enter the number and press the plus-minus button (±).

4.5. Factorial

To calculate the factorial of a number, enter the number and press the factorial button (x!). Note that this button is only available for integer inputs.

4.6. Percentage

To calculate the percentage of a number, enter the number and press the percentage button (%). Then enter the percentage value and press the equals button (=) to see the result.

4.7. Clearing

To clear the calculator's display, press the clear button (C). To clear the last entered digit, press the backspace button (CE).

4.8. Error Handling

If you enter an invalid input (such as a non-numeric character or divide by zero), the calculator will display an error message.

5. Conclusion

The calculator application is a simple tool for performing basic mathematical operations. It is easy to use and provides error handling for invalid inputs.