**Our code is a basic calculator that has functions to add, subtract, and multiply!**

Gavin (Good Code):

Code has 3 functions; add, subtract, multiply (excluding main function)
Add takes in two numbers, adds them together.
Subtract takes in two numbers, subtracts them
Multiply takes in two numbers, multiplies them

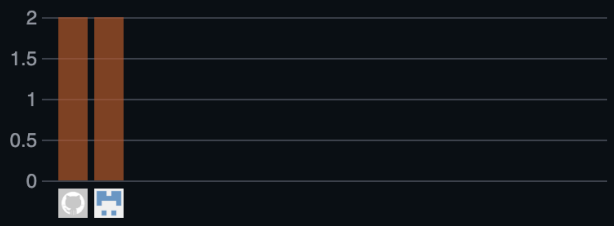
KISS: The code follows the KISS principle by keeping the code simple and easy to follow.
DRY: The code follows the DRY principle by not reusing the same code over and over, putting the repetitive code into separate functions.
SRP: The code follows the SRP principle by assigning each function one task only.
Documentation: The code follows this principle by commenting out and explaining functions where explanations are needed.

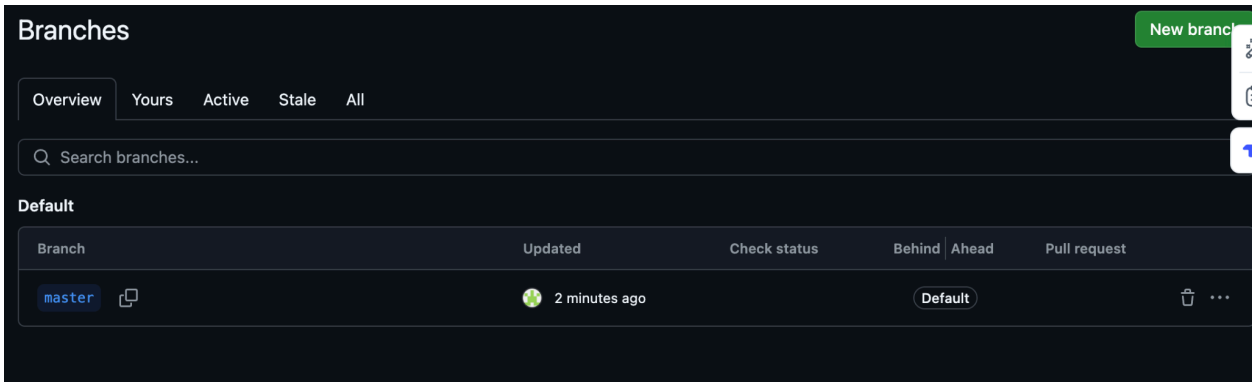
Kayd (Bad Code):
Code functions:

- Addition: checks the types of the inputs, if it matches or it's either a float or int, it returns the solution. Returns 0 if error occurs, doesn't tell the user why.
- S: checks the types of the inputs over and over and returns the subtracted total. Also returns 0 if error occurs.
- Multiplyy: checks the types AGAIN and returns multiplied values.
- Main: handles input and output. Takes 2 numbers for the input as well as an input for the operation desired. Returns the correct output.

- 1 Useless subclass (multiply) (Composition over Inheritance)
- Bad function name for subtraction (Clean Code)
- Repetitive code for subtraction function (DRY)
- Addition function is overly complicated for no reason (KISS)
- Main handles logic and input/output in the same function (Single Responsibility)

Excluding merges, **2 authors** have pushed **4 commits** to master and **4 commits** to all branches. On master, **0 files** have changed and there have been **0 additions** and **0 deletions**.



8 minutes ago Functions

```python
def addition_function(a, b):
    if type(a) == int and type(b) == int:
        return a + b
    elif type(a) == float and type(b) == float:
        return a + b
    elif type(a) == int and type(b) == float:
        return a + b
    elif type(a) == float and type(b) == int:
        return a + b
    else:
        return "Invalid Input"

class Calculator:
    def init(self):
        pass

    def s(self, a, b):
        if type(a) == int and type(b) == int:
            return a - b
        elif type(a) == float and type(b) == float:
            return a - b
        elif type(a) == int and type(b) == float:
            return a - b
        elif type(a) == float and type(b) == int:
```

2 minutes ago Main Function

```python
            return "Invalid Input"

def main():
    print("Calculator")
    a = input("Enter first number: ")
    b = input("Enter second number: ")
    op = input("Enter operation (+, -, ): ")

    if op == '+':
        print("Result:", addition_function(int(a), int(b)))
    elif op == '-':
        calc = Calculator()
        print("Result:", calc.s(int(a), int(b)))
    elif op == '':
        adv_calc = multiplyy()
        print("Result:", adv_calc.multiply(int(a), int(b)))
    else:
        print("WRONGGGG IDIOT")

main()
```