simple-gui-calculator
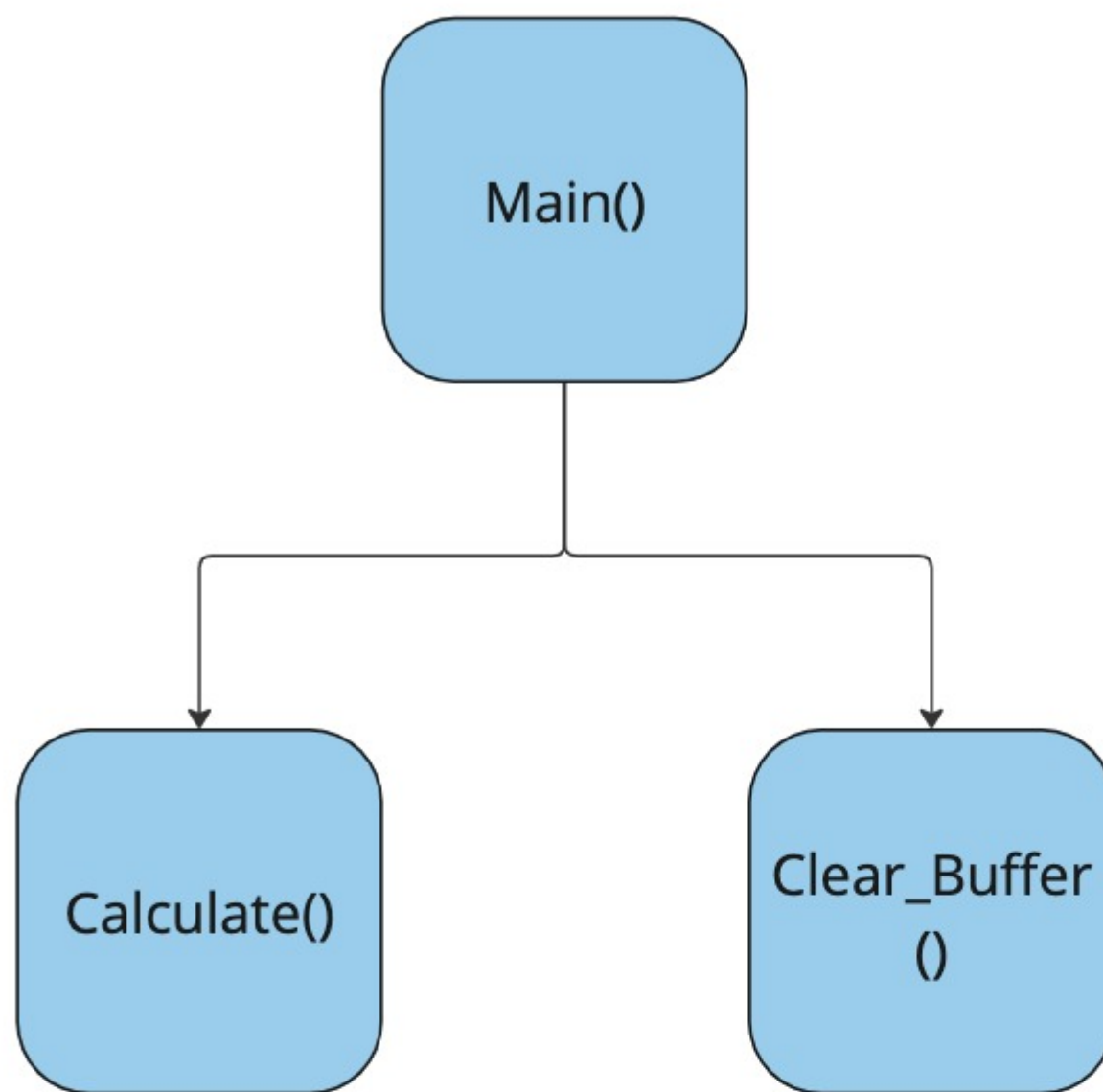

Variables:
int input data buffer[];
int output data buffer[];

bool add;
bool mul;
bool div;
bool sub;
bool clear;

float result;
int count;

Three Functions:
Main()
- start application
- propagatesGUI
- wait for user interaction
- store numbers into variable when corresponding button is clicked (0-9)
- number is saved in variable when operation button is clicked.
- operation is also saved into variable to allow calculate function to know what operation to use.
- calculate function called when equals sign button is clicked.
- output is presented to screen of calculator to user.
- c button is hit to clear the answer from screen. This will clear the data in the application and reset for user interaction.

Clear buffer()
- when c is clicked, the variable that is storing the answer is cleared. the arrays that will hold the input will be cleared.

Calculate()
- the function will receive variables that were selected by the user and were stored into an array, and perform a computation to it depending on the operation that was chosen by the user. The operation would be represented by a bool variable and switched to true if that was the operation selected by the user. once the calculation is made, the variable is returned back to the main() function to be presented to user.