Design Diary

When working on this assignment, a particular struggle that I overcame was finding and correcting syntax errors when using code for the number buttons and arithmetic buttons. On some arithmetic buttons, for example, the + button, I originally referred to it as plusButton. This did not work in the code, since the calculator ui provided on github referred to it as addButton.

Advice to a future student on how he or she might succeed would be to make use of the helpful code provided to us on github, such as the function for the seven button, and apply that to the rest of the buttons. That will get the bulk of the necessary code done, leaving some code to tie things together which can be further researched online or asked via office hours. It would also be helpful to go through the provided calculator ui code, to ensure that the names for the buttons in the main code match those in the calculator ui.

The most fun aspect of this assignment was the equal button’s if statements, since that is a relatively simple block of code that provides one of the most necessary parts of the project. Seeing the calculator pop up and the ability to enter numbers is very enjoyable, because it shows that you are on the right track regardless of any fine tuning required later. While it is a simple code block, there is sometimes a need to enjoy the simple things as they pop up.

The most challenging aspect of this assignment was working out errors from syntax mistakes. I had several small bugs in the code and going through the issues one at a time seemed to take a while, even if the problems seemed obvious after correction.

The most difficult aspect of this assignment to understand was using QT creator, since many of the choices to create and modify content were not named in a way that was obvious to me. Many times when using the program, I was unsure of how to perform specific tasks, like making a button or changing the size of the buttons within the window. While I did get experience with this, it is still something I have little practical contact with and may be a challenge to use in the future. Although we ended up using a provided calculator ui, and did not need to use QT creator, it was originally part of the assignment.

Suggestions for improving this assignment in the future would be some written tips on using the QT Creator program for ease of reference. While the class time using QT Creator was helpful, it would be great to have some tips on specific things written down for referring to later, especially aspects necessary for creating the calculator, like changing button sizes to be of uniform size.