# Lab 07: Creating Calculator Objects

## Objective

This lab will continue to work with the **Calculator** classes you created earlier. This system is a set of classes that perform basic math-oriented calculations. You will utilize the existing Java and **Math** class functionality to implement these classes and it will provide practice in creating classes, methods and attributes.

## Overview

In this lab you will:

* Implement your methods
* Create a test class
* Test all of your methods

## Step by Step Instructions

**Exercise 1: Implement methods**

Currently, most methods in the **Calculator** classes return 0. Using the functionality provided in the **Math** class, implement each of the methods by following these instructions.

1. **ScientificCalculator:**
   1. Use the **Math** class to implement the following methods.
      1. exp() which has one parameter of type double and returns a double [This method will be used to calculate ex]
      2. log() which has one parameter of type double and returns a double [This method will be used to calculate ln x]
2. **Trigonometric Calculator:**
   1. Use the **Math** class to implement the following methods.
      1. sine()
      2. cosine()
      3. tangent()
      4. arcsine()
      5. arccosine()
      6. arctangent()
3. **Test your work:**
   1. Create a new class named **CalculatorDriver** in the **com.javaoo.calculators** package.
   2. Ensure that this class has a main() method.
   3. Instantiate each of your **Calculator** classes in the main() method and call each of the methods above to ensure they are working correctly. Use print statements to verify correct operation.