**OOP Lab03 – Calculator**

The goal of this lab isto create a Calculator class. The Calculator class will model a very simple calculator that performs single calculations based on 2 numbers and an operation.

This lab is a code-along. Follow along with this video. Code what I code while you are watching. <https://youtu.be/wt68COnEsuc>

When the video is done, make some improvements to your code.

Add a method to the Calculator class called getProblem() that **returns a String** containing the currently loaded problem. Example “5.0 \* 3.0“

Remove the line of code from your runner that creates a variable called answer. There’s not reason to store that data locally in the runner. When you want to know the answer, just ask the calculator object to give it to you!

Edit the runner so that it displays the problem AND answer using calls to getProblem() and getAnswer(). Example: 5 \* 3 = 15.0

Type first number >>> **5**

Type second number >>> **3**

(1) Addition

(2) Subtraction

(3) Multiplication

(4) Division

(5) Modulus

(6) Exponentiation

Which operation? >>> **3**

5.0 \* 3.0 = 15.0

Perform another calculation? (y/n) >>> **y**

Type first number >>> **80**

Type second number >>> 2

(1) Addition

(2) Subtraction

(3) Multiplication

(4) Division

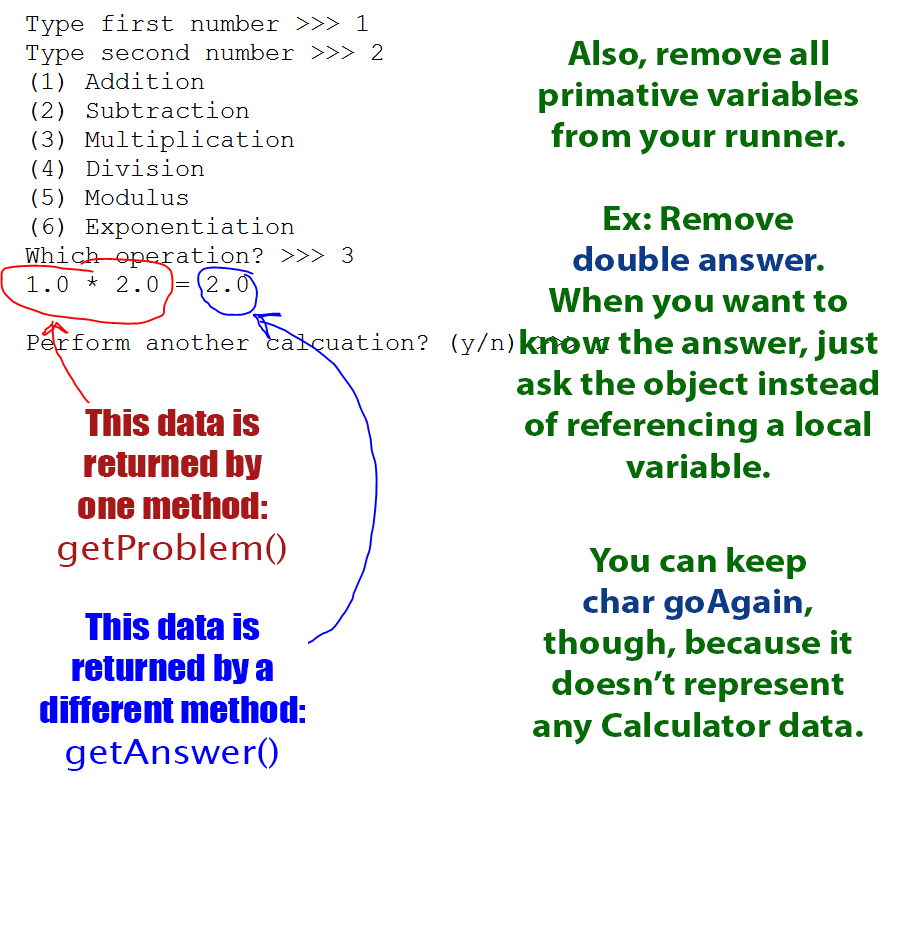
(5) Modulus

(6) Exponentiation

Which operation? >>> **4**

80.0 / 2.0 = 40.0

Perform another calculation? (y/n) >>> **n**

**THIS PICTURE GIVES A HINT ABOUT WHAT I'M LOOKING FOR!!!!**