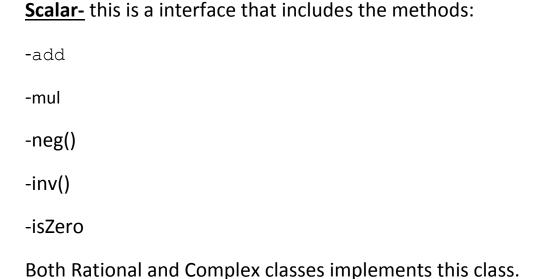
<u>Principles of Object Oriented Programming – Assignment 2</u>



Rational-this class implements the interface-Scalar.

It represents a rational number in the form of a/b, where a and b are two Integers.

<u>Complex</u>-this class implements the interface-Scalar.

It represents a complex number in the form of a+bi, where a and b are two rational numbers. a is the real part, b is the imaginary part.

<u>MathVector-</u> This class represents a mathematical vector of Scalars, this class is implemented by an array of Scalars.

It represents a row in the matrix.

<u>Matrix-</u> This class represents a matrix of size $m \times n$, this class is implemented by a Vector of MathVectors. Its main methods are add, multiply and solver linear equations.

<u>UI-</u> This is an interface which represents the User interface. It includes the play() operation which starts the program.

CommandLineUI- This class implements the interface UI.

In this class we show the menu and we get the matrix from the user and print the solution(add,mul,solve)for the matrix

To the screen.

<u>Calculator-</u> This class includes the main method which invokes the play() method in the UI class.

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