

## Principles of Object Oriented Programming – Assignment 2

**Scalar**- this is a interface that includes the methods:

-add

-mul

-neg()

-inv()

-isZero

Both Rational and Complex classes implements this class.

**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.

**Complex**-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.

**MathVector**- This class represents a mathematical vector of Scalars, this class is implemented by an array of Scalars.

It represents a row in the matrix.

**Matrix**- 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.

**UI**- 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.

**Calculator**- This class includes the main method which invokes the play() method in the UI class.

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