#Importing modules from another file

Here, in this file we are going to achieve calculator function & run choice at the o/p , but we have created display menu, user choice & get 2 numbers in our arithmetic.py file.

so to incorporate those in this file, we are using concept called modules concept-> which will import another file to another file or many as per programmer needs.

here we have used user defined modules-> means we are importing modules which we created in our airthmetic.py file

from arithmetic import display_menu, get_choice, get_numbers

#Created Class name "Calculator" to perform mathimatical operation

Here to perfom arithmetic operation we have created fuction & incorporated in class which an oops(object oriented programing system)

syntax : to create class class classname:

properties

also we have incorporated constructor at start of class, which will initialize & get called automatically.

synatx: to call constructor
__init__()

here self is compulosory while using class or it will throw an error.

also incorporated exception with try- except- finally method.

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also we have incoroprated destructor- which will release the
memory once operation ends
syntax:
__del__()
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class Calculator:
  def __init__(self):
     print("Program started!!")
  def add(self,n1,n2):
     res=n1+n2
     return res
  def subtract(self,n1,n2):
     res=n1-n2
     return res
  def multiply(self,n1,n2):
     res=n1*n2
     return res
  def divide(self,n1,n2):
     try:
        res=n1/n2
        return res
     except ZeroDivisionError:
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return "Error: Division by zero is not allowed."

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def power(self,n1,n2):
     res=n1**n2
     return res
  def truequo(self,n1,n2):
     try:
        res=n1//n2
        return res
     except ZeroDivisionError:
        return "Error: Division by zero is not allowed."
   def remain(self,n1,n2):
     try:
        res=n1%n2
        return res
     except ZeroDivisionError:
        return "Error: Division by zero is not allowed."
  def __del__(self):
     print("Program Ended!!")
# Excecution as per choice between 1 to 8:
here we have craeted "domath()" class, which will get recalled
when user select appropriate choice input between 1 to 8
above class step we have created class "Calculator()", which we
are calling here means we have created object for that class which
also called as "Instantiation"
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with while loop & by bool True condition=1, we are calling functions
which we made in previous file & also imported which is:
display_menu() & get_choice()
once we recevied choice from user, we called get_numbers() to accept
n1,n2.
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def domath():
   calc = Calculator() # Created an ojbect/instance of the Calculator class
   while True:
     display_menu() # Display the menu
     choice = get_choice() # Get the user's choice
     if choice == 8:
        print("Exit.")
        break # Exit the loop if the user chooses to exit
     a, b = get_numbers() # Get the two numbers from the user
     if choice == 1:
        \#print(f"Result: {a} + {b} = {calc.add(a, b)}")
        print("Addition =",calc.add(a,b))
     elif choice == 2:
        \#print(f"Result: \{a\} - \{b\} = \{calc.subtract(a, b)\}")
        print("Subtraction =",calc.subtract(a,b))
     elif choice == 3:
        \#print(f"Result: {a} * {b} = {calc.multiply(a, b)}")
        print("Multiplication =",calc.multiply(a,b))
     elif choice == 4:
        \#print(f"Result: {a} / {b} = {calc.divide(a, b)}")
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print("Division =",calc.divide(a,b))
elif choice == 5:
    #print(f"Result: {a} ** {b} = {calc.power(a, b)}")
    print("Power of =",calc.power(a,b))
elif choice == 6:
    #print(f"Result: {a} // {b} = {calc.truequo(a, b)}")
    print("True Quotient =",calc.truequo(a,b))
elif choice == 7:
    #print(f"Result: {a} % {b} = {calc.remain(a, b)}")
    print("Remainder =",calc.remain(a,b))
```

to run calculator function, we need to call function "domatch()"
domath() # calling function to run choice menu