



# Scientific Calculator: From Concept to Creation with Method Overloading

This presentation explores developing a scientific calculator using method overloading.

We'll cover project setup, database design, JDBC, and UI development.

# Project Setup: JDK, IDE, and Defining the Structure

## JDK Installation

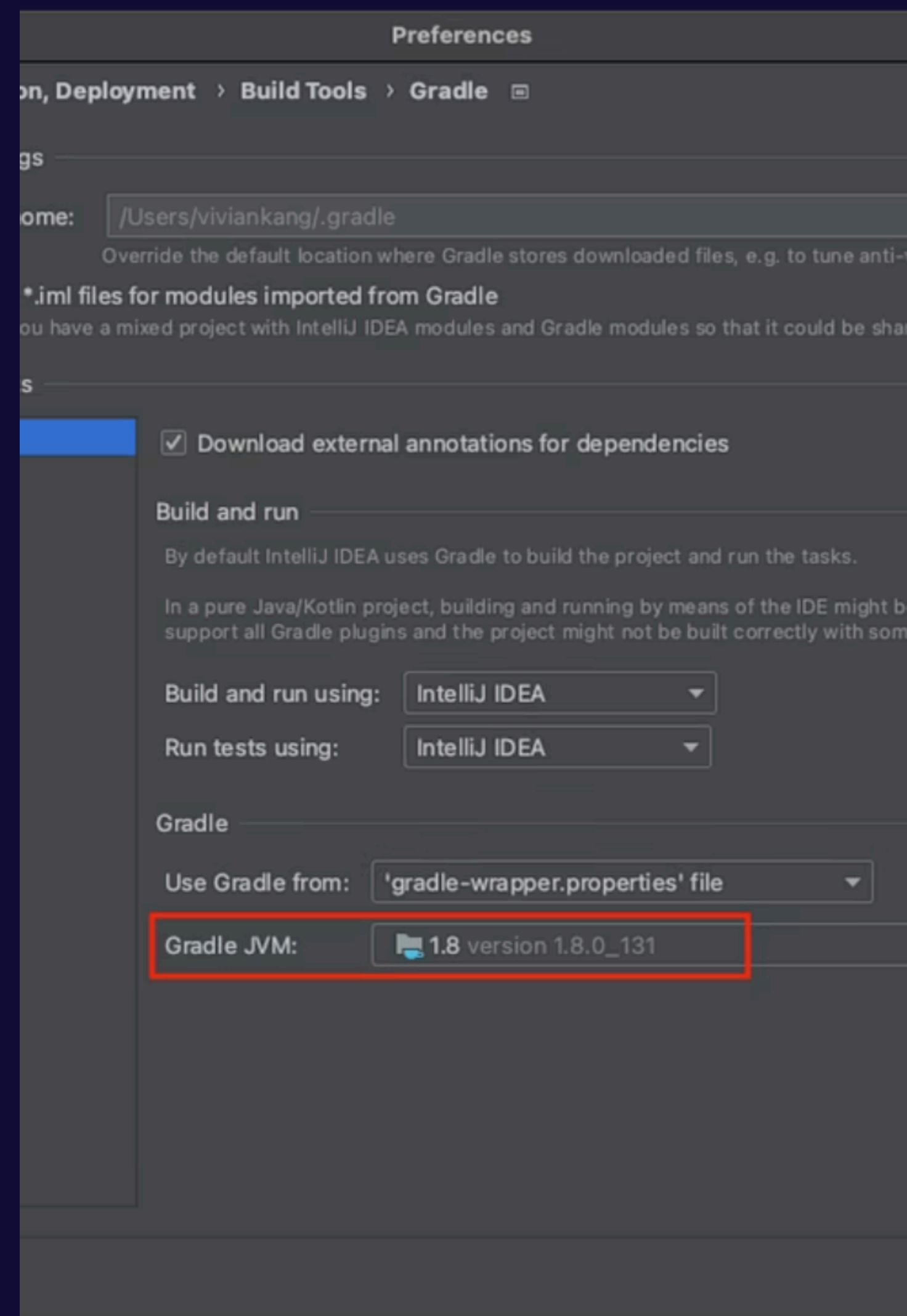
Choose a JDK version compatible with your project needs.

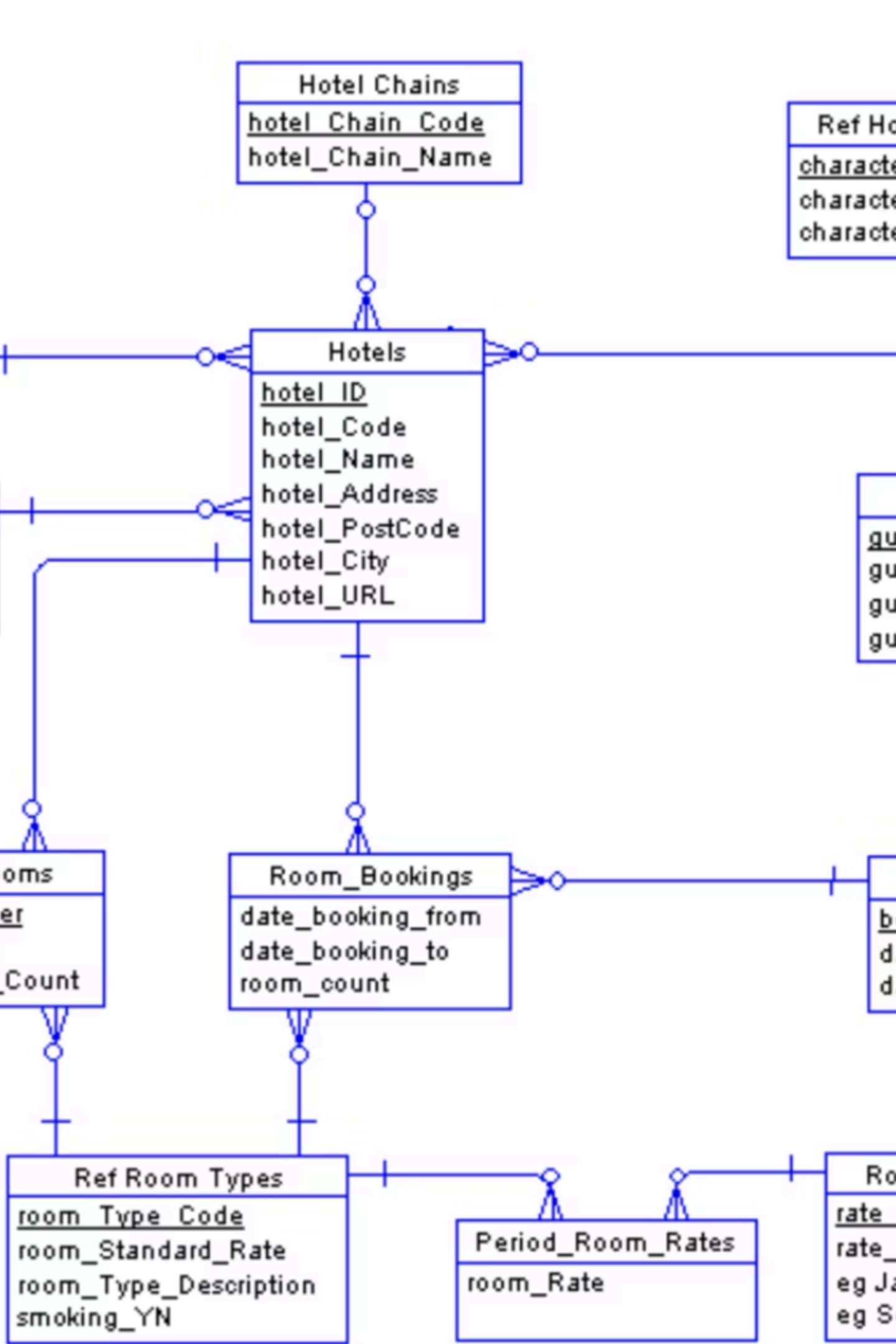
## IDE Setup

Use Eclipse, IntelliJ, or NetBeans for efficient development.

## Project Structure

Organize packages clearly: controllers, models, views, and utilities.





# Database Design: Schema and MySQL Table Creation

## Schema Planning

Define tables to store operations, user preferences, and history.

## MySQL Table

Create tables with appropriate data types and keys.

## Normalization

Ensure data integrity by minimizing redundancy.

# JDBC Implementation: Connecting to the Database

1

## Load Driver

Register MySQL JDBC driver using `Class.forName()`

2

## Establish Connection

Connect to database using `DriverManager` and credentials.

3

## Execute Queries

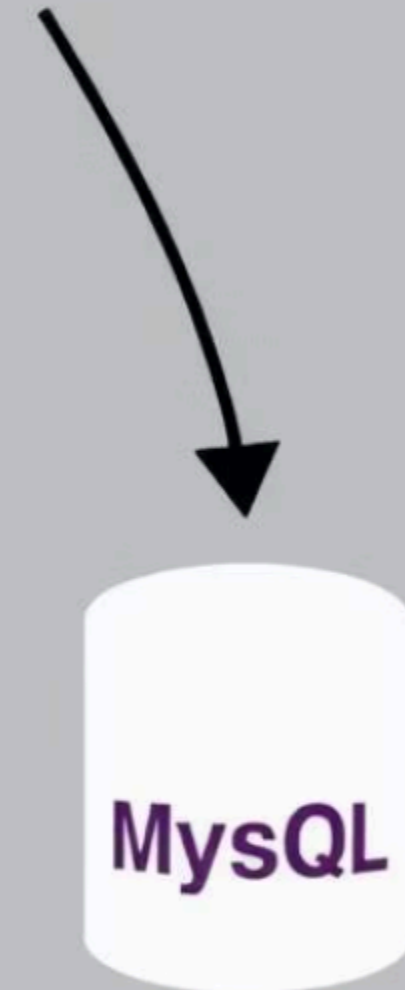
Use `Statements` and `PreparedStatement` for secure data manipulation.

4

## Handle Exceptions

Catch `SQLExceptions` to manage database errors gracefully.

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# Model and DAO Classes: Database Operation Logic

## Model Classes

Represent database tables with Java objects encapsulating fields.

## DAO Classes

Manage CRUD (Create, Read, Update, Delete) operations through JDBC.



# UI Aesthetics: Creating a Visually Appealing Interface

## Color Scheme

Use neutral backgrounds with accent colors for buttons.

## Typography

Choose legible fonts with appropriate sizing for readability.

## Visual Feedback

Highlight button presses and calculation results dynamically.



# UI Component Placement: Alignment and User Experience

## Button Grouping

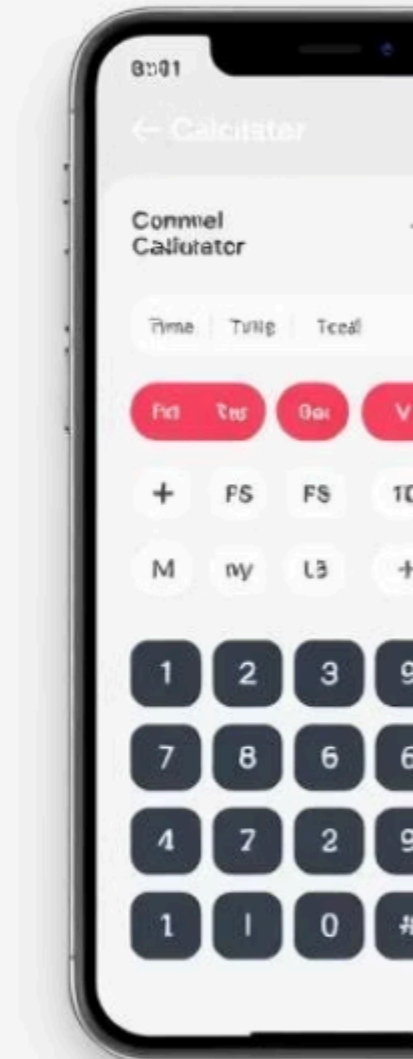
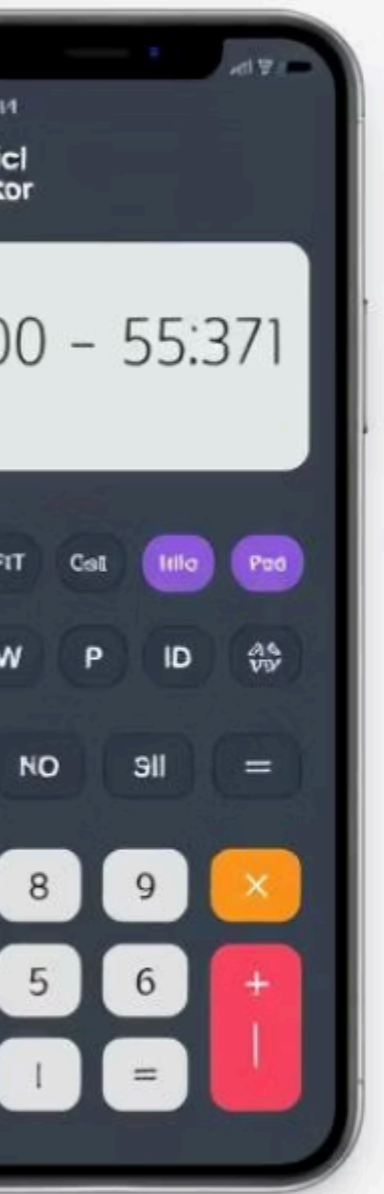
Group numeric keys, operators, and functions logically.

## Alignment

Consistent spacing and alignment enhance ease of use.

## Navigation

Arrange components to follow natural hand movement.



# UI Responsiveness and Accessibility: Reaching a Wider Audience

## Responsive Design

Adapt layout for desktop, tablet, and mobile screen sizes.

## Keyboard Accessibility

Enable keyboard input for all functions and shortcuts.

## Screen Reader Support

Use ARIA labels and semantic elements for assistive technology.



Thank  
you