


T/D/V:

module NumPressed:

uses Button

exports None;

if it is float then deal it using float's related procedures.

if not, uses int related procedures.

end NumPressed

module MathButtonPressed.

uses Button

exports None;

if it is float then deal it using float's related procedures.

if not, uses int related procedures.

end MathButtonPressed.

```
module ChangeNumberSign
  export None
  use std::regex
  flip the sign.
end ChangeNumberSign.
```

```
module FloatPointPressed()
  export None.
  check if it is in float model, if it is, add a point.
end FloatPointPressed.
```

```
module ClearEverything
  export None
  clear all.
end ClearEverything
```

