using System.Collections;

using System.Collections.Generic;

using Unity.VisualScripting;

using UnityEngine;

using UnityEngine.UI;

public class calculator1 : MonoBehaviour

{

public InputField display;

public int previous =0, current = 0,function = 0;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

}

public void Store(int value)

{

if (display.text == "")

{

if (display.text != "+")

{

display.text = value.ToString();

current = value;

}

else if (display.text == "-")

{

display.text = value.ToString();

current = value;

}

else if (display.text == "X")

{

display.text = value.ToString();

current = value;

}

else if (display.text == "/")

{

display.text = value.ToString();

current = value;

}

else

{

display.text = display.text + value;

current = int.Parse(display.text);

}

}

else

{

display.text = value.ToString();

current = value;

}

}

public void Sum()

{

previous = int.Parse(display.text);

display.text = "+";

function = 1;

}

public void Sub()

{

previous = int.Parse(display.text);

display.text = "-";

function = 2;

}

public void Mul()

{

previous = int.Parse(display.text);

display.text = "X";

function = 3;

}

public void Div()

{

previous = int.Parse(display.text);

display.text = "/";

function = 4;

}

public void clear()

{

display.text = "";

previous = 0;

current = 0;

function = 0;

}

public void Cal()

{

if (function == 1)

{

display.text = (previous + current).ToString();

}

if (function == 2)

{

display.text = (previous - current).ToString();

}

if (function == 3)

{

display.text = (previous \* current).ToString();

}

if (function == 4)

{

display.text = (previous / current).ToString();

}

}

}

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public InputField display;

public int previous = 0, current = 0, function = 0;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

}

public void Store(int value)

{

// Append digits to the display text

display.text += value.ToString();

current = int.Parse(display.text);

}

public void Sum()

{

previous = int.Parse(display.text);

display.text = "";

function = 1;

}

public void Sub()

{

previous = int.Parse(display.text);

display.text = "";

function = 2;

}

public void Mul()

{

previous = int.Parse(display.text);

display.text = "";

function = 3;

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public void Div()

{

previous = int.Parse(display.text);

display.text = "";

function = 4;

}

public void clear()

{

display.text = "";

previous = 0;

current = 0;

function = 0;

}

public void Cal()

{

if (function == 1)

{

display.text = (previous + current).ToString();

}

else if (function == 2)

{

display.text = (previous - current).ToString();

}

else if (function == 3)

{

display.text = (previous \* current).ToString();

}

else if (function == 4)

{

display.text = (previous / current).ToString();

}

}

}