

ITCalculatorGUI

You are going to upgrade your ITE calculator to gui-based calculator. Your new gui-based calculator will contain menu, button, toolbar, and other gui components. So, in this lab, you will need to draft new User Interface of your ITECalculator.

When I provide tasks for you to do, I have no time to think about good software design. Therefore, your application can contain duplicated and useless classes. Moreover, it do not think about code reuse with inheritance.

Please revise your application to consider which classes can be formed inheritance and which classes that are useless and can be removed to achieve a good software design. Moreover, please consider in that new gui-based calculator how many package you should have.

Please draw a complete UML of your application and the package structure and submit to me. **Note: do not write a code. I need only complete UML of your revised application as well as package structure.**

Additional Required Works:

In the future, we will create a graphical user interface (**GUI**) based calculator application. We will have some classes such as:

- Mainwindow to display main application
- A number of subwindows for each feature of the calculator

Please do the following tasks:

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- Please sketch your draft GUI-based calculator. You can draw on any design software or draw by hand on the paper.
 - List down classes that you will need to create your GUI application
 - Find the data fields and methods of each class that you need
 - Draw complete UML of your GUI classes

Note: You can discuss with your classmate to get feedback from about your design. But do not copy from them.