PROJECT REPORT

ON

Scientific Calculator

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INTRODUCTION

Scientific Calculator :

A fully featured scientific calculator with proper operator precedence is implemented, including mathematical operatio ns and factorials functions.

The calculator is written in C program and you are welcome to view the C source . programm do the operations on the given operations which will be user defined.

This program has 9 mathematical operations in total whic will be performed on code.

PROPOSED SYSTEM

The following documentation is a project the “Name of the term paper allotted”. It is a detailed summary of all the drawbacks of the old system and how the new proposed system overcomes these shortcomings. The new system takes into account the various factors while designing a new system. It keeps into the account the Economical bandwidth available for the new system. The foremost thing that is taken care of is the Need and Requirements of the User.

DESCRIPTION

Before developing software we keep following things in mind that we can develop powerful and quality software

PROBLEM STATEMENT

- Problem statement was to design a module:
- Which is user friendly
- Which will restrict the user from accessing other user’s data.
- Which will help user in viewing his data and privileges.
- Which will help the administrator to handle all the changes.

FUNCTIONS TO BE PROVIDED:

The system will be user friendly and completely menu driven so that the users shall have no problem in using all options.

- The system will be efficient and fast in response.
- The system will be customized according to needs.

SYSTEM REQUIRMENTS

Operating system: linux or Windows 10

Language: C Language

SYSTEM DESIGN

Then we began with the design phase of the system. System design is a solution, a “HOW TO” approach to the creation of a new system. It translates system requirements into ways by which they can be made operational. It is a translational from a user oriented document to a document oriented programmers. For that, it provides the understanding and procedural details necessary for the implementation. Here we use Flowchart to supplement the working of the new system. The system thus made should be reliable, durable and above all should have least possible maintenance costs. It should overcome all the drawbacks of the Old existing system and most important of all meet the user requirements.

APPLICATIONS

In most countries, students use calculators for schoolwork. There was some initial resistance to the idea out of fear that basic arithmetic skills would suffer. There remains disagreement about the importance of the ability to perform calculations "in the head", with some curricula restricting calculator use until a certain level of proficiency has been obtained, while others concentrate more on teaching estimation techniques and problem-solving. Research suggests that inadequate guidance in the use of calculating tools can restrict the kind of mathematical thinking that students engage in. Others have argued that calculator use can even cause core mathematical skills to atrophy, or that such use can prevent understanding of advanced algebraic concepts.

There are other concerns - for example, that a pupil could use the calculator in the wrong fashion but believe the answer because that was the result given. Teachers try to combat this by encouraging the student to make an estimate of the result manually and ensuring it roughly agrees with the calculated result. Also, it is possible for a child to type in -1×-1 and obtain the correct answer '1' without realizing the principle involved. In this sense, the calculator becomes a crutch rather than a learning tool, and it can slow down students in exam conditions as they check even the most trivial result on a calculator.

FUTURE SCOPE OF THE PROJECT

This project will be able to implement in future after making some changes and modifications as we make this project at a very low level.

So the modifications that can be done in our project are:

To make it screen touch so no need to touch key buttons and one more change which can we made is to add snaps of the person who use it.

TESTING

Testing is the major control measure used during software development. Its basic function is to detect errors in the software. During requirement analysis and design, the output is a document that is usually textual and no executable. After the coding phase, computer programs are available that can be executed for testing purpose. This implies that testing not only, has to uncover errors introduced during coding, but also errors introduced during previous phase. Thus the goal of testing is to uncover the requirements, design and coding errors in the programs. TheSourcecode declared for the program of Scientific Calculator has been tested and it has been found that the above source code is okay and correct.