

OOP Project 1

Command line calculator in Java

What it does ?

- Evaluate standard math operators

```
Enter expression to evaluate:
```

```
> 5+6^2 - 3/6  
= 40.5
```

- Evaluate common math functions and constants

```
Enter expression to evaluate:
```

```
> sin( ln (e^2))  
= 0.9092974268256817
```

What it does ?

- remember the last result

Enter expression to evaluate:

> *exp* (3)

= 20.085536923187668

Enter expression to evaluate:

> *ans* * 2

= 40.171073846375336

What it does ?

- Display helper a helper menu and history

```
Enter expression to evaluate:
```

```
> !help
```

```
Supported Operators:
```

```
+, -, *, / , ^
```

```
Supported Single Argument Functions:
```

```
sin, cos, ln, exp,
```

```
Function use syntax:
```

```
function('argument')
```

```
or function 'argument'
```

```
eg: sin(ln(13)) <=> sin ln 23
```

```
Supported Constants:
```

```
e, pi
```

```
Enter expression to evaluate:
```

```
> !his
```

```
5+6^2 - 3/6
```

```
ans + sin(ln(67))
```




```
sin(ln(67))
```




```
sin( ln (e^2))
```

How it does it

```
1 import pl.poznan.put.calculator.SYCalculator;
2 import pl.poznan.put.calculator.CalculatorMenu;
3
4 import java.util.Scanner;
5
6 public class Application {
7     public static void main(String[] args) {
8
9         Scanner reader = new Scanner(System.in);
10        SYCalculator calculator = new SYCalculator();
11        CalculatorMenu menu = new CalculatorMenu(calculator, reader);
12
13        menu.startMenu();
14
15        menu.runLoop();
16
17        reader.close();
18
19    }
20 }
```

How it does it

```
1 package pl.poznan.put.calculator;  
2  
3  public interface Menu {  
    1 usage 1 implementation  
4  void startMenu();  
    1 usage 1 implementation  
5  void runLoop();  
6 }  
7
```

```
1 package pl.poznan.put.calculator;  
2  
3 import java.util.ArrayList;  
4  
    1 usage 1 implementation  
5  public interface Calculator {  
    1 usage 1 implementation  
6  double expressionValue(String inputString) throws Exception;  
    1 usage 1 implementation  
7  ArrayList<String> expressionHistory();  
8 }  
9
```

How it does it

```
1 package pl.poznan.put.calculator;  
2  
3 public interface Expression {  
4     1 usage 1 implementation  
5     double evaluate() throws Exception;  
6     1 usage 1 implementation  
7     void parse() throws Exception;  
8 }
```

Problems I encountered

Imperative / functional style of thinking

- First writing the logic, then creating objects around it

What I learned

1. Not naming objects with “-er” actually makes sense
 - a. “Parser” -> “Expression”
2. Exceptions are better than Null, NaN etc.
3. Plan before you begin writing
4. OOP projects are hard to change after the planning stage
 - a. Adding new, unplanned functionality is difficult.

What could be improved

- SYExpression class could be immutable: two types of expressions
- Calculator menu could take an out stream as argument