**ABSTRACT**

# CALCULATOR:

The following is for a simple calculator; a scientific calculator is more complicated. I will assume the user will press keys to have a number appear on the display; to (for example) add this with another number, the user presses "+" followed by the second number, followed by "=". You would use a visual interface, with the number display, the digits, the equal sign, and a few operations (plus, minus, multiply, divide).   
  
As soon as the user types the second number, the first number will disappear from the screen; therefore, you have to save it into some variable. Every time a key is pressed, you have to decide whether you should add a digit to the number in the display (if it is a digit, or a period), or whether to do a calculation (if it is +, -, \*, /). If it is an operation, do the operation (conditionally, depending on the selected operation), and replace the number displayed by the new value.

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