

Documentation

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# Introduction

The following documentation will cover the fundamental information on an assignment given by Jason Barron. The aim of the assignment was to build a functioning calculator application written in Java. Some key points to note are:

* The assignment descriptor required a Graphical User Interface (GUI), with this in mind I chose to use the Package java.awt. A description of this package is as follows; “Contains all of the classes for creating user interfaces and for painting graphics and images.”
* The IDE I chose was Eclipse, mainly due to it’s very effective design interface using WindowBuilder. Screenshots of this interface can be found further in the document.

# Requirements

The most basic requirements laid out by the assignment questionnaire were simply full functionality of:

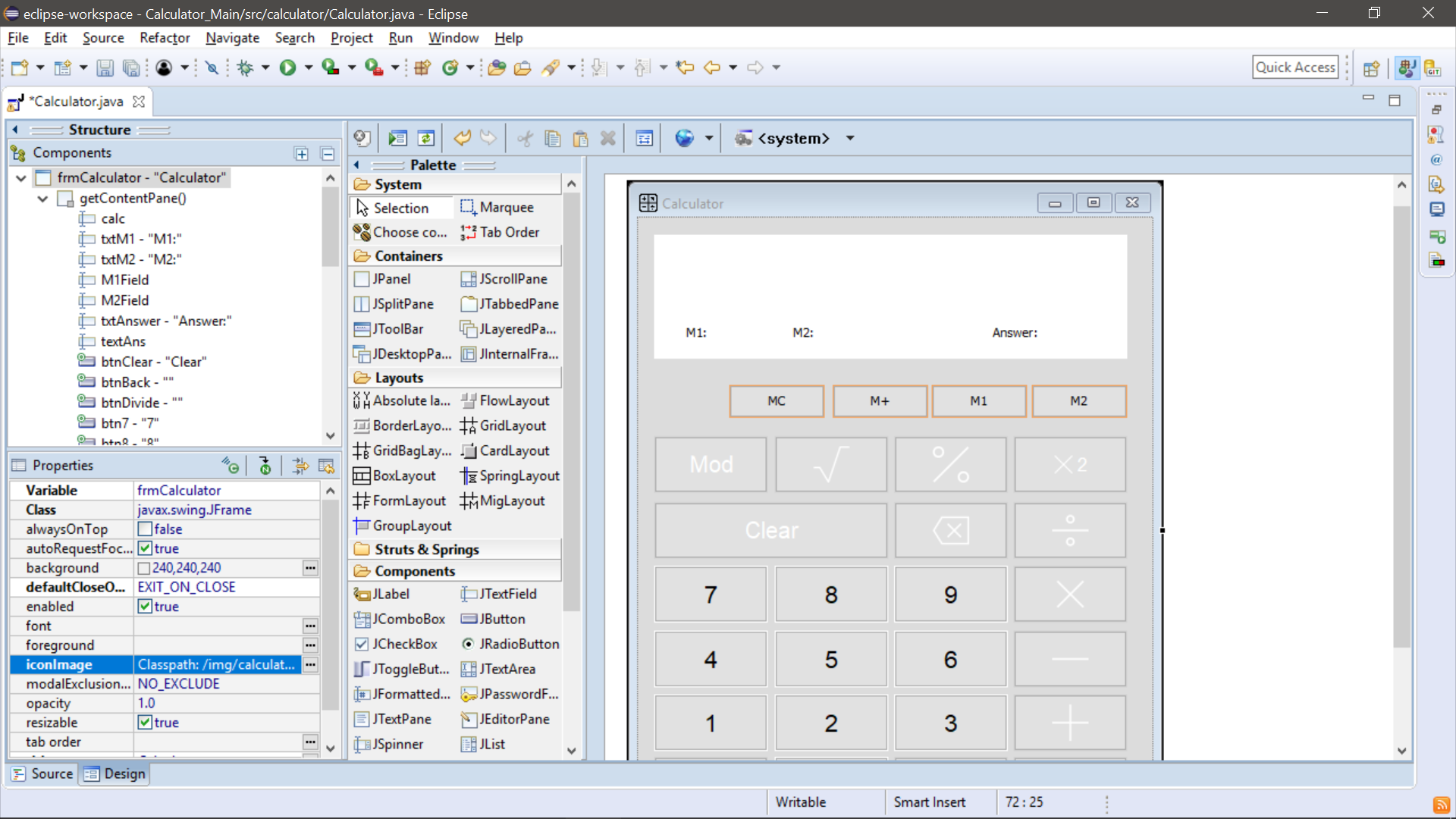
* Addition
* Subtraction
* Division
* Multiplication

The requirement criteria for a higher mark were:

* Ability to clear the screen
* Ability to save numbers to memory
* Error handling

Other requirements vital to the project were a well designed user interface, correct use of java convention and written-style as well as commenting for the benefit of future users.

# Project Development

As previously mentioned, the project development process was done in Eclipse IDE version Oxygen.3 Release (4.7.3). A tool I found most useful was WindowBuilder that offered me a drag-and-drop style interface for designing and implementing my GUI. The following screenshot is taken from this interface:

In terms of coding the functionality of the calculator I found Eclipse’s vast assistive tools to be very helpful, these include syntax checking, assistive tips etc. This made code less error prone, as well as quicker to develop with Eclipse’s extensive plug-in and shortcut capabilities.

During development I relied strongly on the Git platform GitHub. This was due to working on the assignment both at Institute of Technology Carlow and at home. The Git repository can be found at:

<https://github.com/rhyderQuinlan/Calculator_Main>

## Graphic User Interface

All development of the GUI was completed using WindowBuilder, which automatically generates relevant code such as variable identifier and initialization, event handling and code structuring. Here is the final design:



Main Text Input Display

Calculation Display



Memory Display

Current Calculation Answer Display

## Calculation logic

In terms of the functionality of the calculator, the flow of how accurate arithmetic was calculated is as follows:

**Display final calculation in main display**

If equals (=)

**Continue to new equation**

**Perform calculation on value in main display and push it to answer display section**

**Allow input of further calculative values**

**Move user input to calculation display**

**Display result in main text display**

If advanced operator (x2 **√**)

If basic operator (+ - \* /)

**Operator Selection (+ - \* / √ x2 mod %)**

**Enter value using on screen keyboard**

The following methods are for the basic functions of addition, subtraction, division, multiplication and modular. These functions use a variable operatorCount to keep track of the number of operations. Opposed to the square root, squared etc functions that do not use a counter.

In the following switch function, firstNumber represents the previously entered/calculated part of the equation and number represents the current number entered that is to be calculated by the existing equation.

**switch** (operatorStorage) {

**case** "+":

result = firstNumber + number;

**break**;

**case** "-":

result = firstNumber - number;

**break**;

**case** "/":

result = firstNumber / number;

**break**;

**case** "\*":

result = firstNumber \* number;

**break**;

**case** "%":

result = firstNumber % number;

**break**;

}

The square root function is calculated using Java’s Math.sqrt function. The x2 function is calculated by multiply the value currently on display by itself.

**Memory function**

The memory function is a common feature on calculators, however often works differently on varying types. In this calculator the “M+” button will store whatever value is currently on display into the next chosen memory slot. The slots are chosen by alternating between M1 and M2. So if the next memory slot to be written into in M1, once M+ is clicked then the value will be pushed into M1, then M2 will become the next slot to be written to. “MC” stands for Memory Clear, and does exactly that. Emptying all memory slots.

# Testing

I underwent some basic use cases to test that when a user tries certain operations the program can react correctly.

A side note is the system was tested on Microsoft Windows OS, this being the main target audience.

# Error Log

# Conclusion