

# Example - A Calculator Class

```
class Calculator {  
  var operations = Dictionary<String,String>()  
  
  init() {  
    self.operations["+"] = "Add"  
    self.operations["-"] = "Subtract"  
  }  
  
  func operate_on(_ number_1: Int, _ number_2 : Int, action: String) -> Int {  
    var operation = self.operations[action]  
    if operation == "Add" {  
      return number_1 + number_2  
    }  
    else if operation == "Subtract" {  
      return number_1 - number_2  
    }  
    else { return 0 }  
  }  
}
```

} //end class