Term Project by Ryan Phan

The Student





Computer Science 160-041 : Diane Rhodes : November 2021

Purpose and Use

 Multi-functional program that combines multiple other programs into a single "tool box"

```
Option 1: Calculator
Option 2: Grade Average Calculator
Option 3: Game
Enter Option Number!
```

Calculator

```
----THIS IS THE CALCULATOR MENU SECTION-----
```

- 1. Simple Arithmetic
- 2. Algebraic
- 3. Trigonometric
- 4. Other Arithmetic
- 5. Factorials

Trigonometry

```
1. Sin()
Cos()
Tan()
Pick an option or press 0 to enter your own value:
----0 - 90 DEGREES | 0 - π/2----
1. π/6
2. \pi/4
3. π/3
4. \pi/2
5. 2\pi/3
6. 3\pi/4
7. 5π/6
8. π
9. 7π/6
10.5\pi.4
11.4\pi/3
12.3\pi/2
13. 5\pi/3
14. 7\pi/4
15. 11\pi/6
16. 0
```

Other Arithmetic

Enter Operation:

- 1. Exponent:
- 2. Square Root:
- 3. Cubic Root:

Algebraic

```
-----Enter Algebraic Option:----
```

- 1. Quadratic Formula
- 2. Find Hypotenuse

Grade Average Calculator

Grade #: 3 = 75

Calculates and Stores Grade Averages into separate file

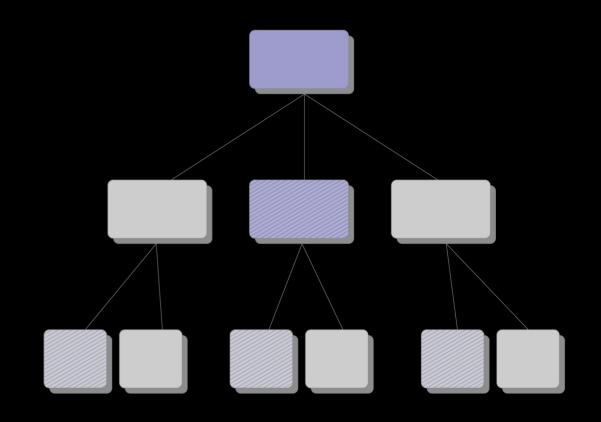
```
Alice
                                                      ----ENTERING GRADE AVERAGE CALCULATOR-----
Computer Science
                                                      Enter student name:
90
                                                      Alice
80
                                                      Enter class name:
75
GRADE AVERAGE OF: Computer Science: 81.6667
                                                      Computer Science
                                                      Enter amount of grades:
                                                      Grade: [1: ]
                                                      90
                                                     Grade: [2: ]
                                                      Grade: [3: ]
  StudentAverage1
                                                      Grade #: 1 = 90
          .txt
                                                      Grade #: 2 = 80
```

Tic-Tac-Toe Game!

```
WELCOME TO TIC TAC TOE!
Player 1: X
Player 2: 0
Player: 1 [Enter 1-9]
```

Code Design

- Main Root Branch
 - Main Menu
- Secondary Branches in split into specific sub-category
 - Calculator, Student Grades, Games MENU
- Connected Branch calls function according to derived branch
 - Display the program



Code Snippets

Main Function

```
#include "Includes/Menu.h"
#include "Includes/GradeCalculator.h"
//! v6 - for Microsoft.exe File:
// ! 23 November 2021
// ** g++ -o main main.cpp Includes/Grad
int main()
   system("cls");
   menuOption();
    return 0;
```

void menuOption() int menuOption; cout << "----" << endl;</pre> cout << "Option 1: Calculator " << endl;</pre> cout << "Option 2: Grade Average Calculator " << endl;</pre> cout << "Option 3: Game " << endl:</pre> cout << "Enter Option Number!" << endl;</pre> std:: cin >> menuOption; switch(menuOption) case 1: menuOption = 1: cout << "---- ENTERING CALCULATOR-----" << endl;</pre> calculatorMenu(); // go to calculator menu page //calculateOperation(); // Function is Initiated from Calulator.cpp break: case 2: menuOption = 2;cout << "---- ENTERING GRADE AVERAGE CALCULATOR-----" << endl;</pre> studentAverageGradeCalc(): break; case 3: menuOption = 3;cout << "---- entering game option-----" << endl;</pre> gameMenu(); break: default: cout << "INVALID OPTION" << endl;</pre> break;

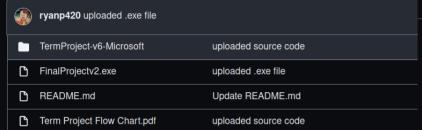
Menu Code and Header File

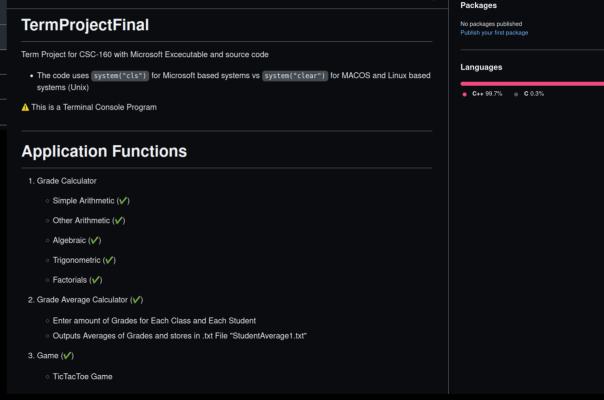
```
#include <iostream>
//using namespace std;
using std:: cout;
using std:: endl;

void gameMenu();
void algebraicMenu();
void calculatorMenu();
void menuOption();
```

More Code Github.com/ryanp420

⋮ README.md





Final Thoughts

- Building a complex multi-layered program is hard
- Would be much harder with a partner or group
- At certain points, even my own code confused me
- Planning is key to lessen confusion and build coherent foundation for project / program
- Hope to build better projects with more uses and not just a program that runs in the command line