Calculator project

In order to accomplish this project, I went through some challenges that was to some degree difficult to overcome. After mapping the keypad buttons so that they make sense on the LCD, the next step was to make the code differentiate between the two numbers that are supposed to be calculated. To go through this hassle, I simulated in mind what takes place in reality. In other words, this simple addition problem summarizes the process 1 + 2=3. As clear as it seems, the first number is one and what decides the position of the second one is the addition operator. This exactly what I have done. Before, the very first number the user enters will be stored as the first number. Then, if the user enters any of the four mathematical operators, it will be displayed and what come after them is the second number. What remains now is doing the math. Hence, I coded that if the equality sign is hit and according to the mathematical operator that was entered before the second number, the program operates. Finally, what if the user did something that is mathematically undefined? According to the code I wrote, a message appears mentioning that.