Task 1 – Dynamic Calculator (Details)

This Python code is a dynamic calculator that allows the user to type any mathematical expression, and it calculates the result according to BODMAS rules.

1. **Welcome message** – The program first prints a message to inform the user how to use it and that they can type exit to quit.
2. **Input loop** – A while True loop continuously asks the user for input until they type exit.
3. **Exit check** – If the user types exit, the program stops using break.
4. **Replacing symbols** – It replaces × with \* and ÷ with / so that Python can understand the math symbols.
5. **Calculating the expression** – eval() is used to evaluate the string as a Python expression, which automatically applies BODMAS rules.
6. **Error handling** – The try-except block ensures that if the user types something invalid, the program does not crash and instead shows a clear error message.

**Why use eval?**

* eval() takes a string like "1 + 2 \* 3" and calculates it as Python code.
* It is ideal here because it handles all the math rules automatically without the need for writing complicated code.