WELCOME TO THE NEWEST ANDROID CALCULATOR

The best way to test my application would be with my walk through!

This manual will walk you through all the functions and buttons of the calculator.

When you open the calculator you will see two light mint green fields, these are the displays. The top one will show you the formula/express you have created. The bottom field is the entry field, this is where your entered operand is displayed.

ENTRY FIELD and NUMBERS

Let's try the entry field. You can go on and select a few numbers.

Let's try 256.

Select the keys 2 5 6

Notice how each time you click a new number key, it appends that number onto the entry field.

There are also options to add a 0 and a decimal to your numbers.

ALL CLEAR / CORRECT

You may press AC to clear all fields.

Additionally, when one operation has been completed (after = sign clicked and result displayed on screen) it will automatically AC, and when you keep pressing C until nothing is on screen it will AC.

C is the correct function. It allows you to delete the last digit entered. If there is content in the entry field, it will start removing one by one from there, when it is emptied, it will move on to the formula field. From here it will delete last digits plus operators one by one

These do not clear memory.

OPERATORS

Now that all the fields are clear, lets try a new operation:

Addition:

This allows you to add two operands, try it by entering the following: 3 + 5 =

The operation will get moved to the formula display and display the result there.

This also works with decimals, try the following: 2.3 + 4.5 =

Subtraction:

This allows you to subtract two operands, try it by entering the following: 6 - 4 =

This also works with decimals, try the following: 9.6 - 3.2 =

Multiplication:

This allows you to multiply two operands, try it by entering the following: $4 \times 5 =$

This also works with decimals, try the following: 9.6 - 3.2 =

Division:

This allows you to divide two operands, try it by entering the following: 7 / 8 =

This allow worlds with decimals, try it by entering: 20.2 / 5 =

Equal:

This allows an operation to be complete when two operands and an operator have been selected. If only one operand has been selected and no operator, it will just be for example 5.0 = 5.0.

ILLEGAL OPERATIONS:

For illegal operations, such as dividing by 0, the calculator will display 0 on screen and AC

MEMORY:

There are two memory buttons, S (store) and R (receive)
You may store a calculated result by clicking S. Lets try it by entering 8+9 =
Once the result is on the formula screen, click S.

Now let's start a new operation. Try 2 + Now we want to use our stored value, so click R Then click =

The result will be on screen. If you click the S again the new result will replace the old one saved. By default the stored value is 0.

STATES

If there has been no operand entered (a number) then clicking an operator does nothing. It is an incalculable state which will print a 0 and AC Flipping from portrait mode to landscape will also AC.