

Description of the Project

- Import all the libraries required for the project : `javax.swing.*`, `java.awt.*`, `java.awt.event.*`
- **CalcGUI class** -
 - This class contains objects required for GUI components, object of CalculatorClass and variables to store value of operator, values of two input numbers and value of result.
 - This class has a constructor and following methods to perform required functionalities.
 - ❖ `CalcGUI()` : This is the constructor of the class and the `prepareFrame()` method is called from this constructor.
 - ❖ `prepareFrame()` : This method prepares a calculator frame.
 - ❖ `prepareLbl_Text()` : This method sets the text field and label on the frame.
 - ❖ `prepareButtons()` : This method sets buttons on the frame.
 - ❖ `actionPerformed(ActionEvent e)` : Source of the action event is identified in this method and respective methods are called to execute the required action.
 - ❖ `evaluate(double tmpNum1,double tmpNum2,String tmpOprt)` : In this method methods of CalculatorClass are called depending on the value of operator and the resulting value is returned.
 - ❖ `setOperator(String txtFLD,String oprt)` : In this method value is assigned to operator variable and text is set to label.
 - ❖ `clearFunction ()` : This method will reset values of all the variables,text field,label and flags.
 - ❖ `deleteChar (String text)` : This method will delete the last character of the given string and return the resulting string.
 - ❖ `roundDouble(double resultTxt)` : This method will convert the given double to string, remove ".0" from it and return the resulting string.
- **CalculatorClass** - Methods to perform mathematical operations (addition, subtraction, multiplication, division) are part of this class. Object of this class is created in the CalcGUI class and methods are called using the object.
- **CalcMain class** - This class contains the `main()` method. Object of the CalcGUI class is created in the main method.

Link to Git Hub : <https://github.com/swapHar/Calculator.git>

