

Code with Me Assignment #1

*code
with
me ♥*

Building a Calculator

This will be your first assignment, so yay!

GUIDELINES:

- You already have all the tools you need to build the calculator.
- Just take a few minutes to think about it: what are the basic things that a calculator can do?
- We are not attempting to build a very fancy calculator, just a simple one using Python.
- Start working on it over the weekend. As we move through the course, you may find you will want to add more to your code.
- The assignment will be due before Tuesday, August 18th.
- You will need to submit a screenshot of your code through email.
- Work on the project over the weekend. Take some time to think about it.
- Once you have begun working on your code, let us know if you come across any issues, and we can debug it together.

SOME THOUGHTS:

- Our calculator needs to be able to accept the arithmetic operations: +, -, *, /, and %.
 - It has to be the one that the user wants.
- Our calculator also needs to be able to accept the numbers from the user.
 - To keep it simple, accept only two numbers from the user.
 - Once you are done with your code and it runs properly, if you still have time, you can try adding the option of accepting as many numbers as the user wants.
 - Keep in mind that this will be a lot more complicated.
- Lastly, we need to be able to use the numbers we took as input, and perform the operation that the user wants us to.
- These are the 3 basic things we need. If we follow these, we should be able to build the calculator without much trouble!

Ask users what to do with numbers, and what the numbers are

I will also make a calculator as an example. I'll show you guys after everyone has submitted a copy of their simple calculator.