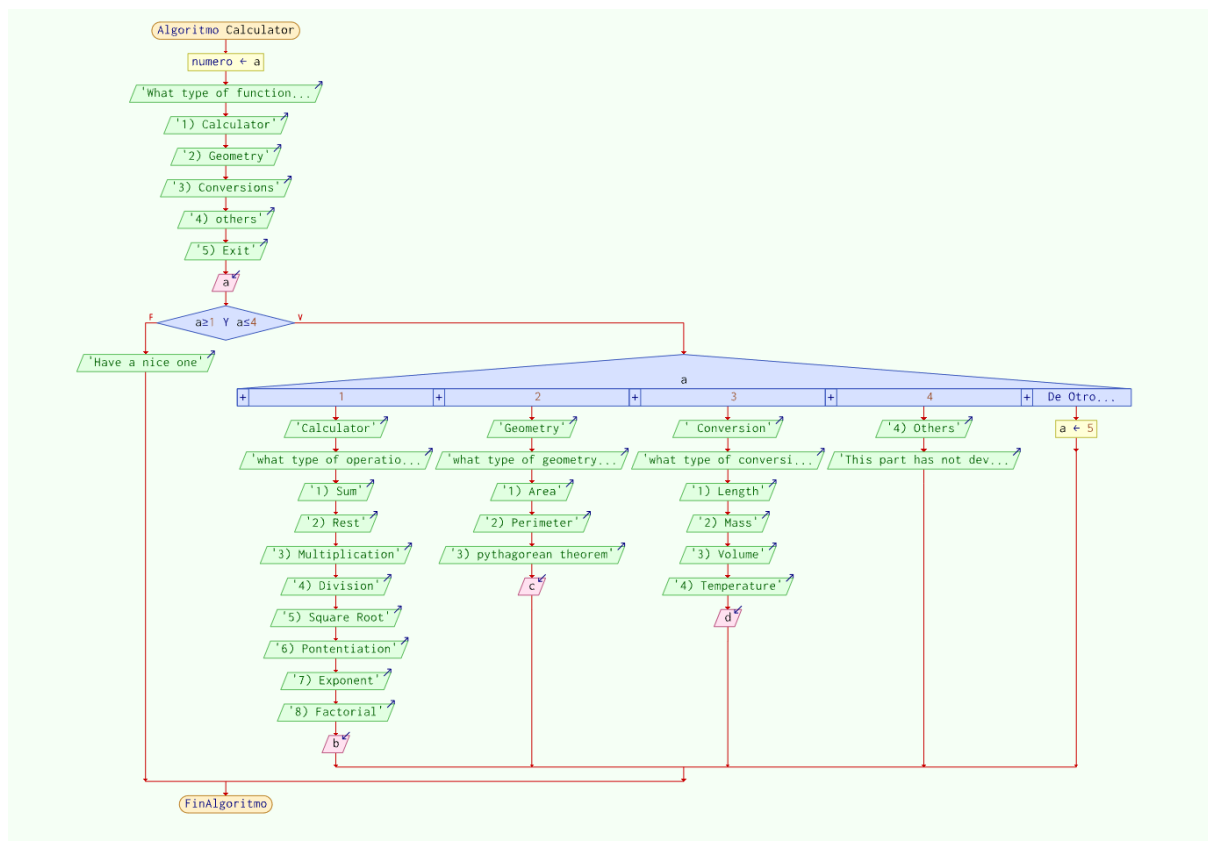# Design Model - Calple

—

Algoritmo Calple
 int = a

 Print "What type of function you want to use"
 Print "1) Calculator"
 Print "2) Geometry"
 Print "3) Conversions"
 Print "4) others"
 Print "5) Exit"

 Read a

 If a >= 1 and a <= 4 So:

  Switch (a):
   Case 1:
    Print "Calculator"
     Print "what type of operation you want to use"
     Print "1) Sum"
     Print "2) Rest"

Print "3) Multiplication"
Print "4) Division"
Print "5) Square Root"
Print "6) Pontentiation"
Print "7) Exponent"
Print "8) Factorial"

Read b

Case 2:
Print "Geometry"
Print "what type of geometry you want to use"
Print "1) Area"
Print "2) Perimeter"
Print "3) pythagorean theorem"

Read c

Case 3:
Print " Conversion"
Print "what type of conversion you want to use: /n"
Print "1) Length"
Print "2) Mass"
Print "3) Volume"
Print "4) Temperature"

Read d

Case 4:
Print "4) Others"
Print "This part has not developed, yet"
Default:
a = 5

ElseIf
Print "Have a nice one"
End if

Fin Algorithm Calple

My design model is to divide my program into 2 main steps.
The first one is trying to create the program itself but showing it directly on the console. The purpose of it is to have the "backend", and proving myself that the code itself works.

The second one is trying to apply external libraries with the purpose of creating an app, the app it's a desk application that I expect to be executed to any Windows computer without the necessity of using python as a bridge.

The goal is trying to familiarize myself with the functions, loops, conditionals, those sort of things.

The model of my app would look like a simple calculator, like so:

Standard/Conversion/Geometry			← Change model
Main Screen - *It shows all operations to the user*			
AC		DEL	
!	$x{\wedge}2$	$\sqrt{x}$	*
7	*8*	*9*	*/*
4	*5*	*6*	*-*
1	*2*	*3*	*+*
π/Ans	*0*	*. - Period*	*=*