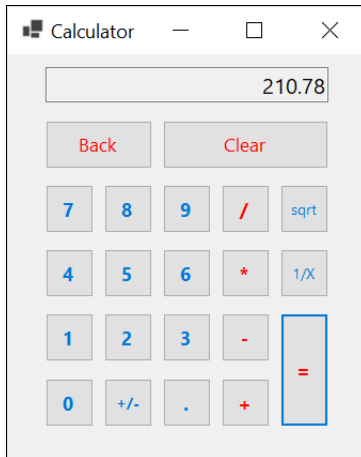# Create a basic calculator

For this project, you'll create a form that lets the user perform the operations provided by a basic calculator. You'll also create a class that performs the required operations.

The Calculator form

Operation

- To perform an addition, subtraction, multiplication, or division operation, the user clicks the first number, followed by the appropriate operator key (+, -, *, /), followed by the second number and the equals key (=).
- To perform an addition, subtraction, multiplication, or division operation on the result of a previous operation, the user clicks another operator key, followed by another number and the equals key. The user can also repeat the previous operation on the result by clicking the equals keys without first clicking another operator and number.
- To perform a square root or reciprocal operation, or to change the sign of a number, the user clicks the number followed by the appropriate operator key (sqrt, 1/X, +/-).
- To perform a square root or reciprocal operation on the result of a previous operation, the user clicks the appropriate operator key.
- Each time the user clicks a number key, the number is displayed in the text box at the top of the form. This text box also displays the result of an operation when the user clicks the sqrt, 1/X, +/-, or = key.
- To erase the last digit entered, the user clicks the Back key.
- To clear all the values entered, the user clicks the Clear key.

Specifications

- Create a class named Calculator that implements the functions of the calculator. Design whatever methods and properties you need for this class.
- If the user tries to divide a number by zero, the calculator should display an error message in the text box. The form class should use a try-catch statement to catch a divide-by-zero exception.