

Calculator V2

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2
3 //basic operator set
4
5 function plus(a,b) {return a+b; }
6
7 var minus=function(a,b){return a-b;}
8
9 var multiply=function(a, b) {return a*b;}
10
11 var divide=function(a,b) {return a/b; }
12
13
14
15 function calculator(number1, number2, operatorFunction){
16     var result=NaN;
17
18     if(operatorFunction)
19         result=operatorFunction(number1,number2);
20     else
21         return console.log('No operator supplied');
22
23     console.log(number1,operatorFunction.name,number2,'=', result);
24 }
25
26
27
28 calculator(12, 13, plus);
29
30 calculator(15, 4, multiply);
31

```

operatorFunction

- Is a function that user is passing as an argument to calculator.
- Calculator doesn't know which function user will pass
- This is a callback function

Calculator has following jobs

1. Get user input
2. Perform user requested operation (callback)
3. Print the result

What is the advantage of this approach?

- Now we can add new operators without changing the calculator
 - We just have to define a new operation