

# Exercise: The Calculator Object

Let's create an object which performs the basic functions of a calculator.

## WE'LL COVER THE FOLLOWING ^

- Problem Statement
  - Sample Input
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- Coding Challenge

## Problem Statement #

In this exercise, you have to implement the `calculator` type and create the `cal` object from it. Your calculator will perform **four** basic tasks:

- Addition
- Subtraction
- Multiplication
- Division

Each function will take two **floats** as parameters. These floats will **not** be values of the object. Instead, they'll be specified in the function calls.

Make sure that `cal` is a **closed object**.

## Sample Input #

```
cal#add(10.0, 5.0);  
  
cal#subtract(10.0, 5.0);  
  
cal#multiply(10.0, 5.0);
```

```
cal#divide(10.0, 5.0);
```

## Sample Output #

```
15.0
```

```
5.0
```

```
50.0
```

```
2.0
```

## Coding Challenge #

Below, you must write code for the `calculator` type as well as the `calculator` object. Remember that the names of all the functions must be identical to the ones in the **Sample Output**. Furthermore, these functions should be *public* and must only handle floats.

Take some time to flesh out the logic behind this problem before jumping to the actual implementation. It isn't very tricky if you understand the concepts we've covered in this section.

If you feel stuck, you can always refer to the solution review in the next lesson.

Good luck!

```
/* Write your code here */
```

