

## Lab 2

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### Assumptions:

#### How to use:

- If you enter a number and do one of these operations (square, root, %, reciprocal) , it would be a result after that so you can't put a point next to it , nor put a number next to it (it 's a result which can not be changed ).
- you can do only one operation at a time as if you enter operand and operator and choose another operator it would be changed.
- the +- sign only applies when a number is entered so to enter -8 you must type the 8 first
- When an error appears, if you press a number it would take it , else if you press operation it would be 0 operator , if you press(square, root, % , reciprocal) it would give you zero.
- If you enter a number then an operator and then pressed = or any other unary operation (square, root, % , reciprocal) except (+/-) the operator is removed and the required operation is made on the first number .
- If two numbers and an operator are entered (you still didn't press equal) and you enter a second operator, the first expression is evaluated, then the second operator is shown next to the result .
- % just divides the number by one hundred.
- square, root, % , reciprocal and the +- sign are all unary operations, so it's done on the last entered number only .
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- C and CE clear all
- You can't delete a result (i mean you can't delete digits from a number which is considered a result) so you either press C or CE to Restart the calculator .
- If you just enter a dot (.) it's considered a 0. .
- If you entered two numbers and made a unary operation except (+/-) the second number is considered a result so you can either press equal to evaluate or C to restart calculator.