

# PROJECT 4

Ted Pawlicki

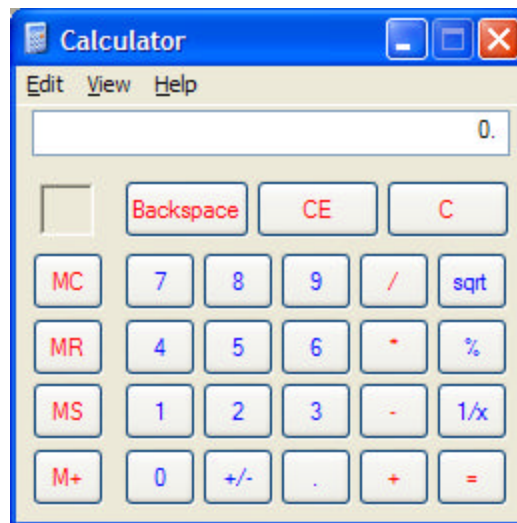
November 29, 2004

## A SIMPLE CALCULATOR

**Due: December 17, 11:50PM**

**Late projects loose 1 point per hour.**

One of the most ubiquitous computational artifacts in modern culture is a device known as a “calculator”. The user interface of such a device is immediately recognizable:



For this project we'll be implementing a push button calculator as a frame based JAVA application.

The image above shows a view of the standard version of the calculator application that comes with a popular operating system. Use the functionality of this standard as a specification of for your project. So, your project should contain at least all the buttons/functions pictured above, properly implemented. Your calculator should use mouse clicks for buttons, but need not take input from the keyboard. Refer to this standard for any questions regarding how your calculator should function.

Up to 10 points of extra credit will be given for implementing additional functionality (scientific calculations, keyboard input).

## HANDIN ON WEBCT

1. Source, class and html files for the game
2. HTML pages generated from running javadoc on your source file
3. A document containing a screenshot of your calculator running
4. A short "cover report" named "README" describing the assignment, your solution, what is in each of the other files, and how to run the game.