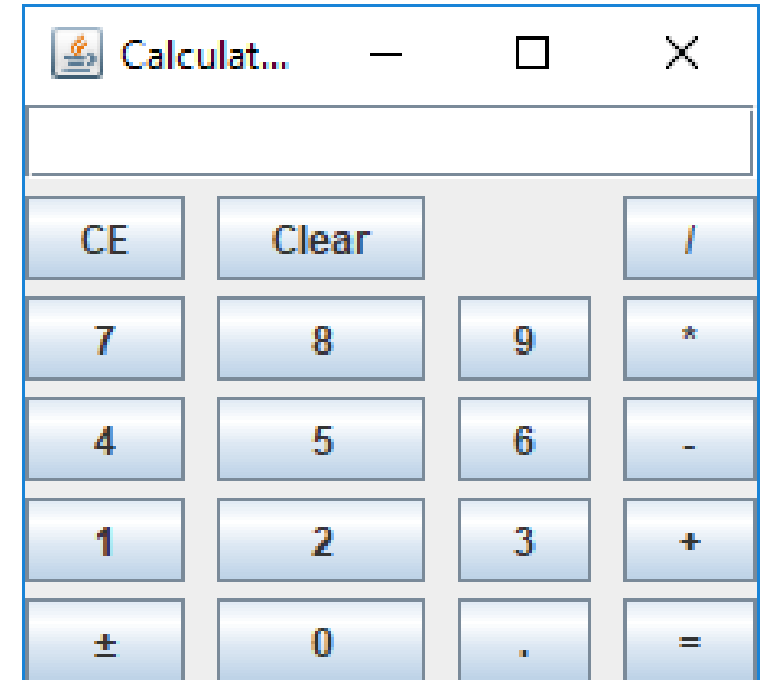


# Homework 3 - Basic Calculator

Kuan-Ting Lai  
2023/3/25

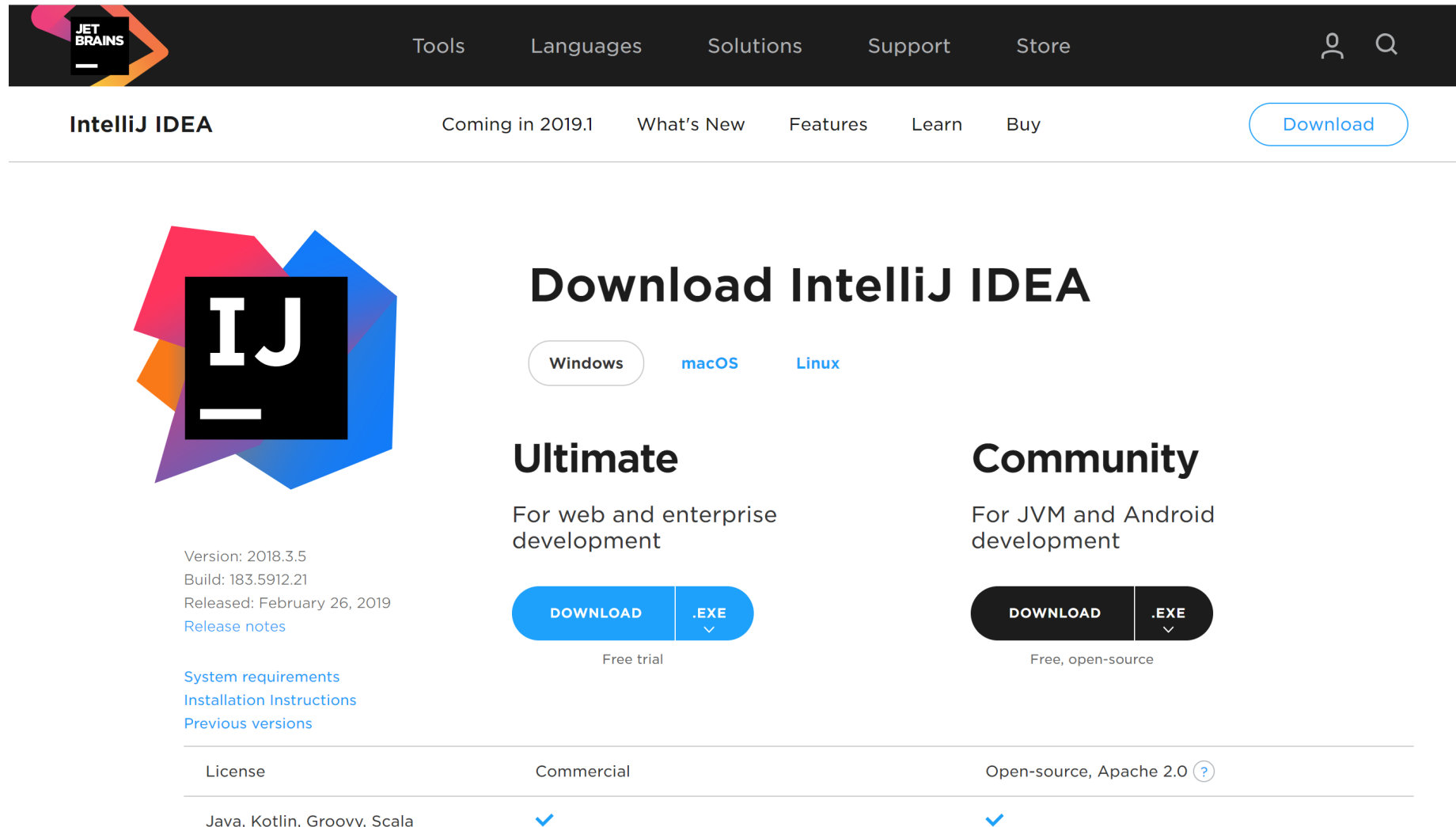
# Building a Basic Calculator

- Create a basic calculator using Java Swing
- Implement basic functions:
  - Addition ( + )
  - Subtraction ( - )
  - Multiplication ( \* )
  - Division ( / )
  - Minus-plus ( ± )
  - Clear ( C )
  - Cancel Entry ( CE )



# Building Calculator using IntelliJ

- Install IntelliJ Community

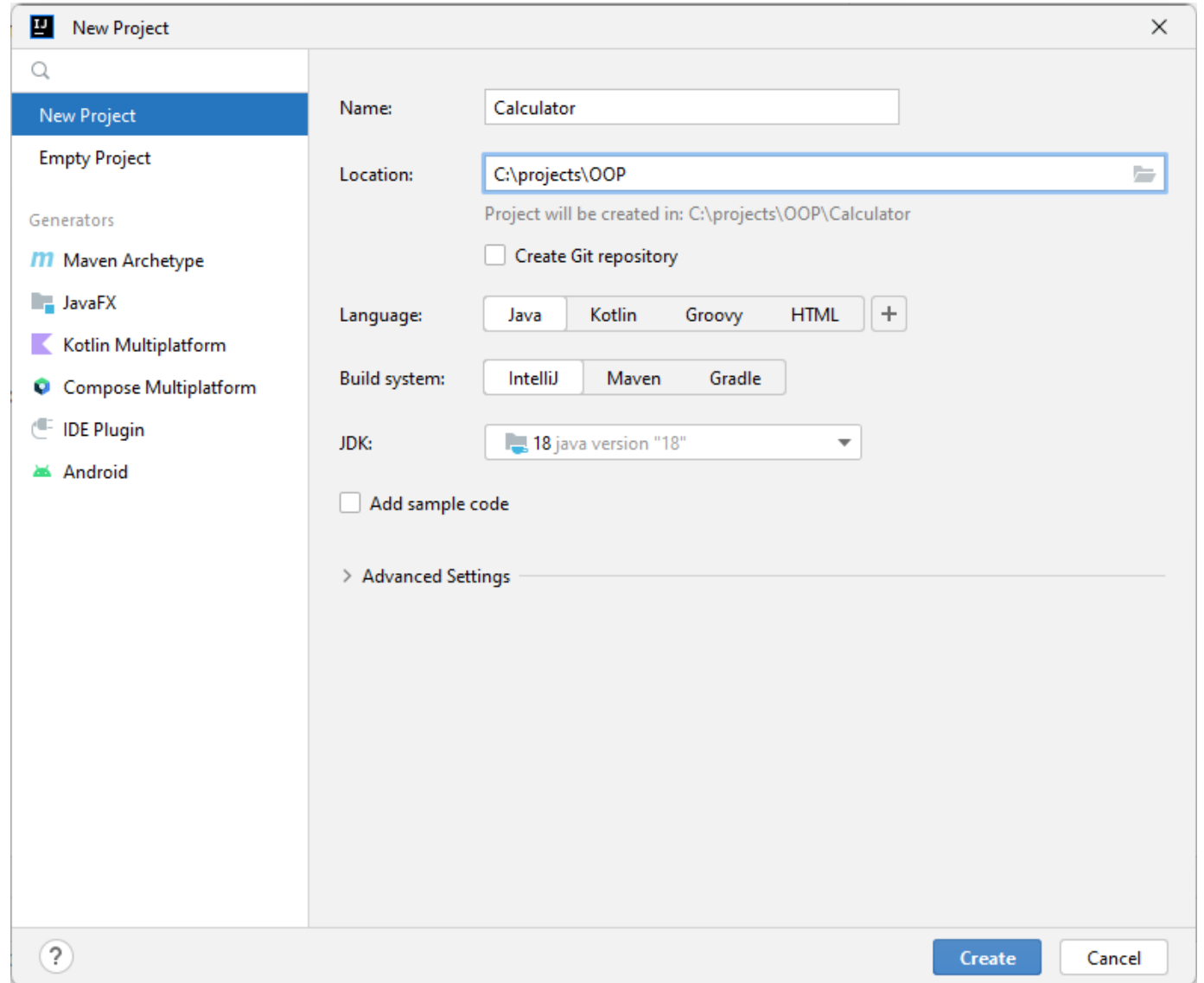


The screenshot shows the IntelliJ IDEA download page. At the top, there is a navigation bar with the JetBrains logo and links for Tools, Languages, Solutions, Support, and Store. Below this, the main header includes 'IntelliJ IDEA', 'Coming in 2019.1', 'What's New', 'Features', 'Learn', 'Buy', and a 'Download' button. The main content area features the IntelliJ logo on the left, followed by the heading 'Download IntelliJ IDEA'. Below the heading are three tabs: 'Windows' (selected), 'macOS', and 'Linux'. There are two main sections: 'Ultimate' and 'Community'. The 'Ultimate' section is described as 'For web and enterprise development' and offers a 'Free trial' download. The 'Community' section is described as 'For JVM and Android development' and offers a 'Free, open-source' download. At the bottom, there is a table comparing the two editions.

	Ultimate	Community
Version: 2018.3.5		
Build: 183.5912.21		
Released: February 26, 2019		
<a href="#">Release notes</a>		
<a href="#">System requirements</a>		
<a href="#">Installation Instructions</a>		
<a href="#">Previous versions</a>		
License	Commercial	Open-source, Apache 2.0 <a href="#">?</a>
Java, Kotlin, Groovy, Scala	✓	✓

# Create a Java Project

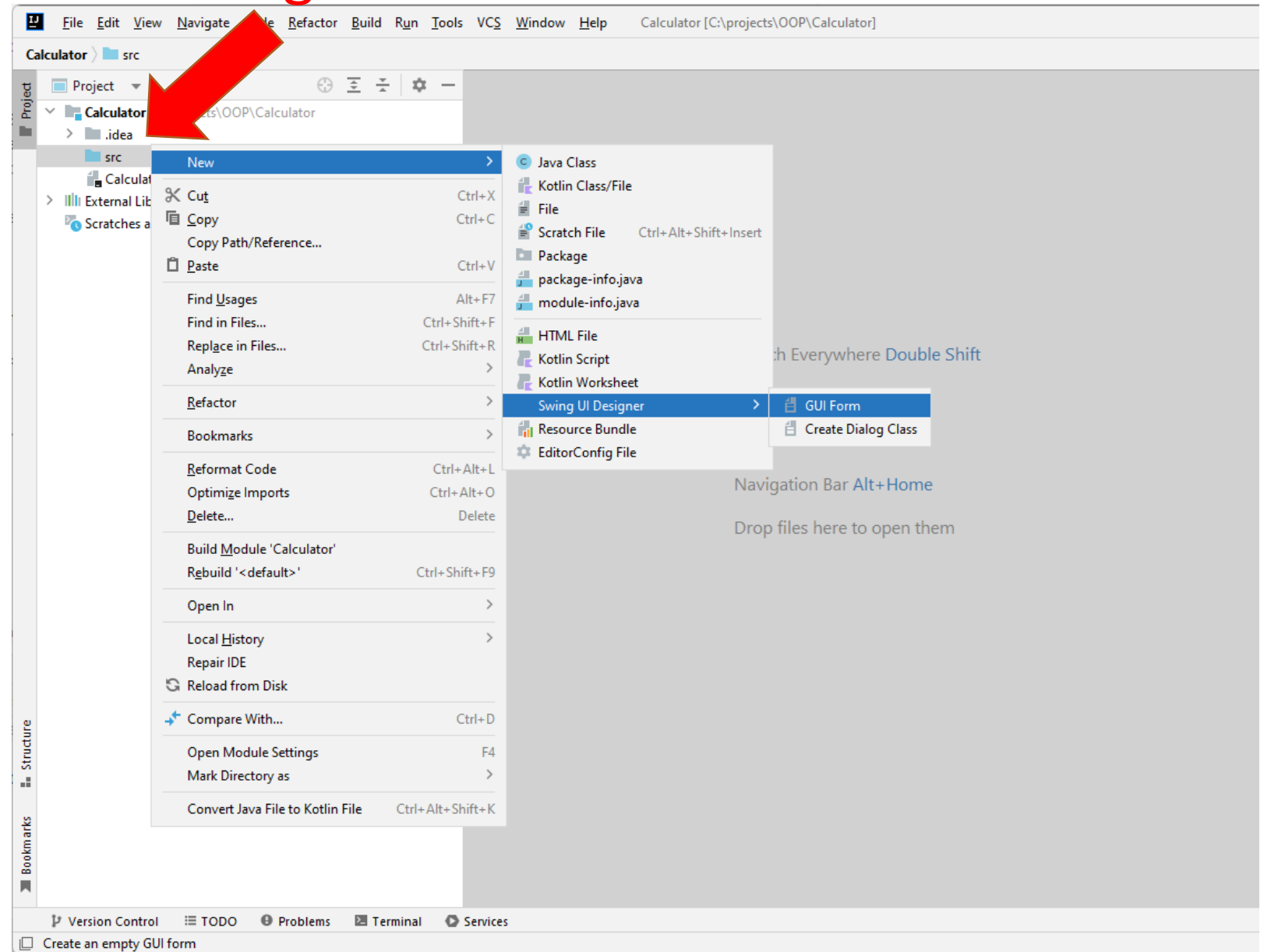
- Enter project name “Calculator”
- Select location
- Press “Create”



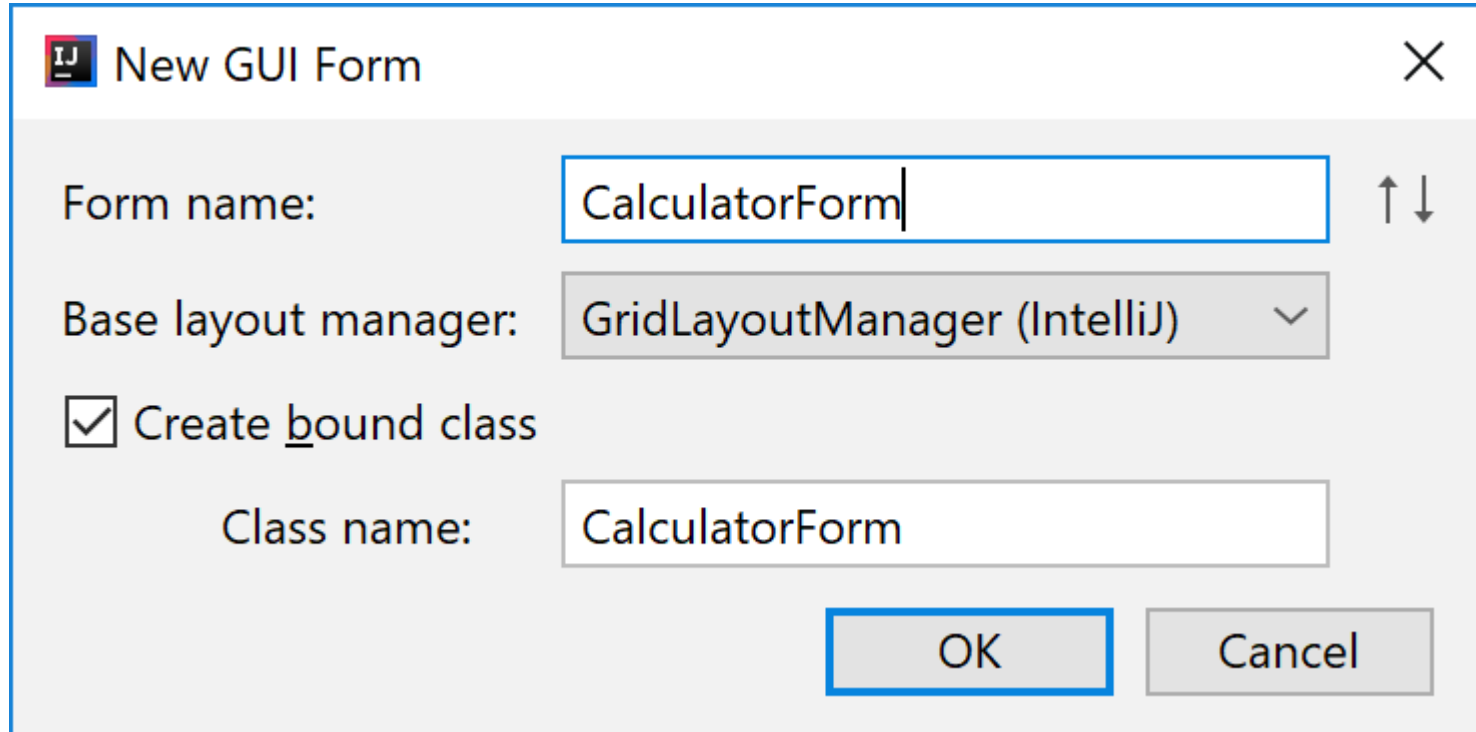
# Add GUI Form

- Right click on “src” folder
- On the context menu, select **Swing UI Designer** -> **GUI Form**

Right Click



# Name Your Form “CalculatorForm”



The screenshot shows the "New GUI Form" dialog box in IntelliJ IDEA. The dialog has a title bar with the IntelliJ logo and a close button (X). The main content area is light gray and contains the following fields and options:

- Form name:** A text input field containing "CalculatorForm". To the right of the field are up and down arrow icons.
- Base layout manager:** A dropdown menu showing "GridLayoutManager (IntelliJ)" with a downward arrow.
- Create bound class**
- Class name:** A text input field containing "CalculatorForm".

At the bottom right, there are two buttons: "OK" (highlighted with a blue border) and "Cancel".

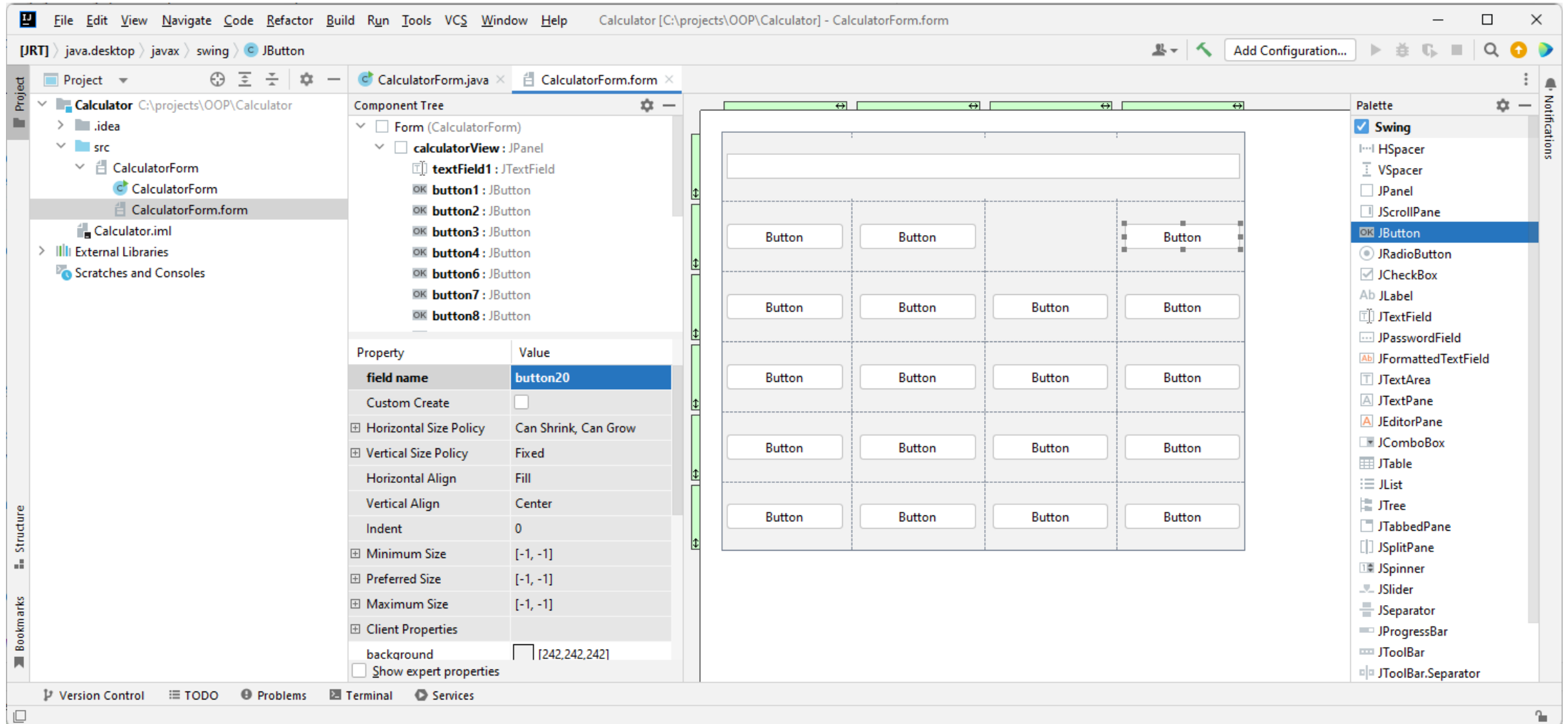
# Set JPanel's Name

- Select the JPanel in the Component tree of the form view and update the field name property to **calculatorView**.

The screenshot shows the IntelliJ IDEA IDE interface. The main window displays a form view of a JPanel. The Component Tree on the left shows the hierarchy: Form (CalculatorForm) > JPanel. The Properties tool window on the right shows the properties for the selected JPanel. A large red arrow points to the 'field name' property, which is set to 'calculatorView'. The Palette on the far right shows a list of Swing components.

Property	Value
field name	calculatorView
Custom Create	<input type="checkbox"/>
Layout Manager	GridLayoutManager (IntelliJ)
border	None
margins	[0, 0, 0, 0]
Horizontal Gap	-1
Vertical Gap	-1
Same Size Horizontally	<input type="checkbox"/>
Same Size Vertically	<input type="checkbox"/>
Client Properties	
background	[242,242,242]

# Put a JTextField and Jbuttons on the Form

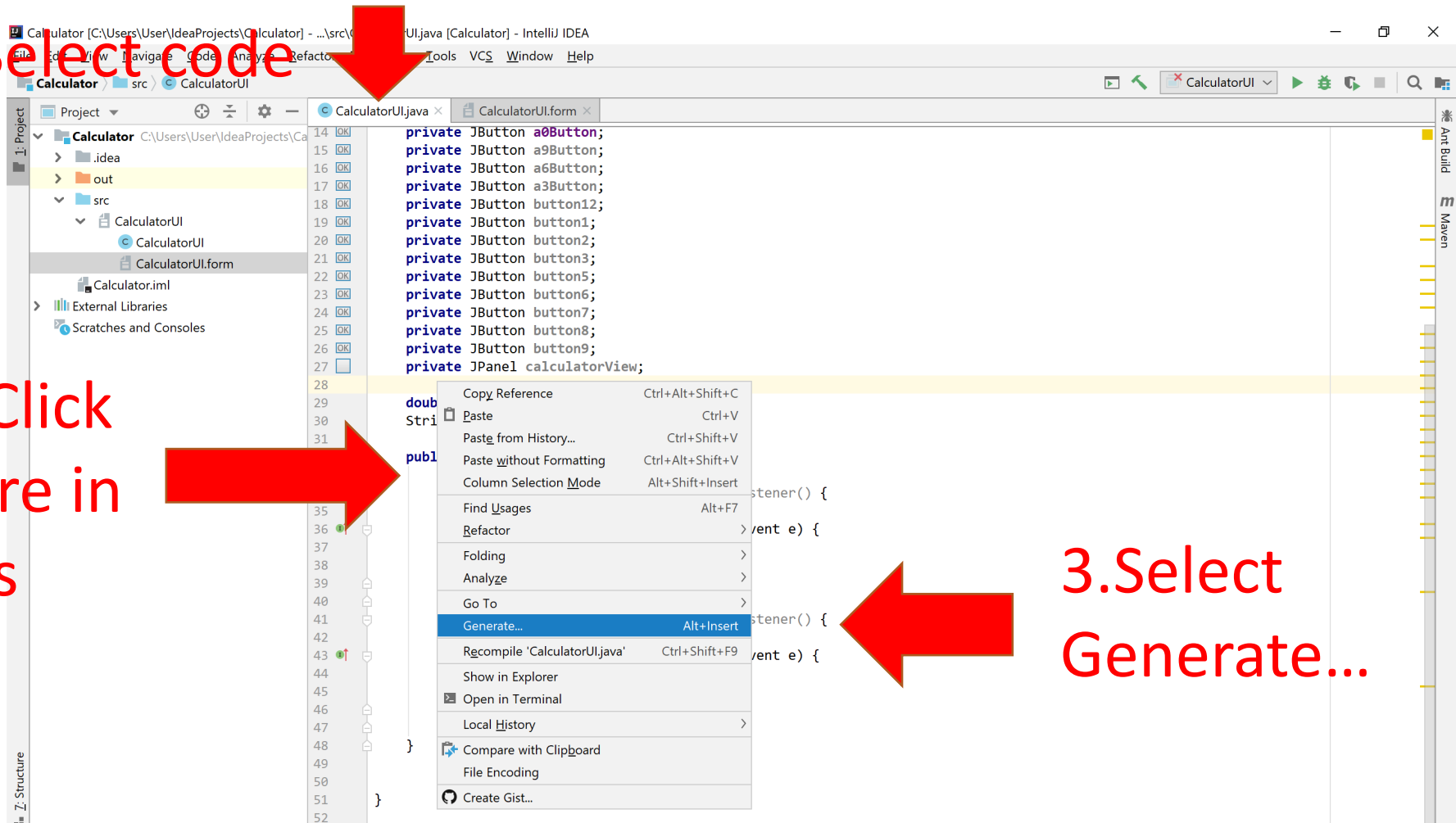




# Generate main() Code

- In the code editor of Calculator.java file select -> Generate... -> Form main()

1. Select code

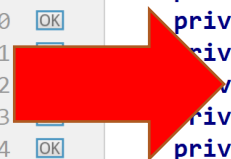


2. Right Click  
Anywhere in  
the Class

3. Select  
Generate...

# Run Main()

1. Right Click  
Anywhere in  
the Class



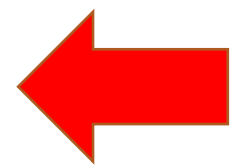
The screenshot shows an IDE window with a project named 'Calculator2'. The main editor displays the code for 'CalcForm.java'. A context menu is open over the code, with the 'Run' option selected. The code includes private JButton declarations for buttons 3 through 17, and a public method 'main()' that creates a 'CalcForm' object and calls its 'calcPanel()' method. The IDE interface includes a Project Explorer on the left, a Run and Debug toolbar on the right, and a status bar at the bottom.

```
7 OK private JButton button3;  
8 OK private JButton button4;  
9 OK private JButton button5;  
10 OK private JButton button6;  
11 OK private JButton button7;  
12 OK private JButton button8;  
13 OK private JButton button9;  
14 OK private JButton button10;  
15 OK private JButton button11;  
16 OK private JButton button12;  
17 OK private JButton button13;  
18 OK private JButton button14;  
19 OK private JButton button15;  
20 OK private JButton button16;  
21 private JButton button17;  
22 private JButton button18;  
23 private JButton button19;  
24 OK private JButton button20;  
25 private JButton button21;  
26 private JButton button22;  
27 public void main() {  
28     JFrame frmCalcForm = new JFrame("CalcForm");  
29     frmCalcForm.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
30     frmCalcForm.add(calcPanel());  
31     frmCalcForm.setVisible(true);  
32 }  
33 }  
34 }  
35 }
```

Context Menu Options:

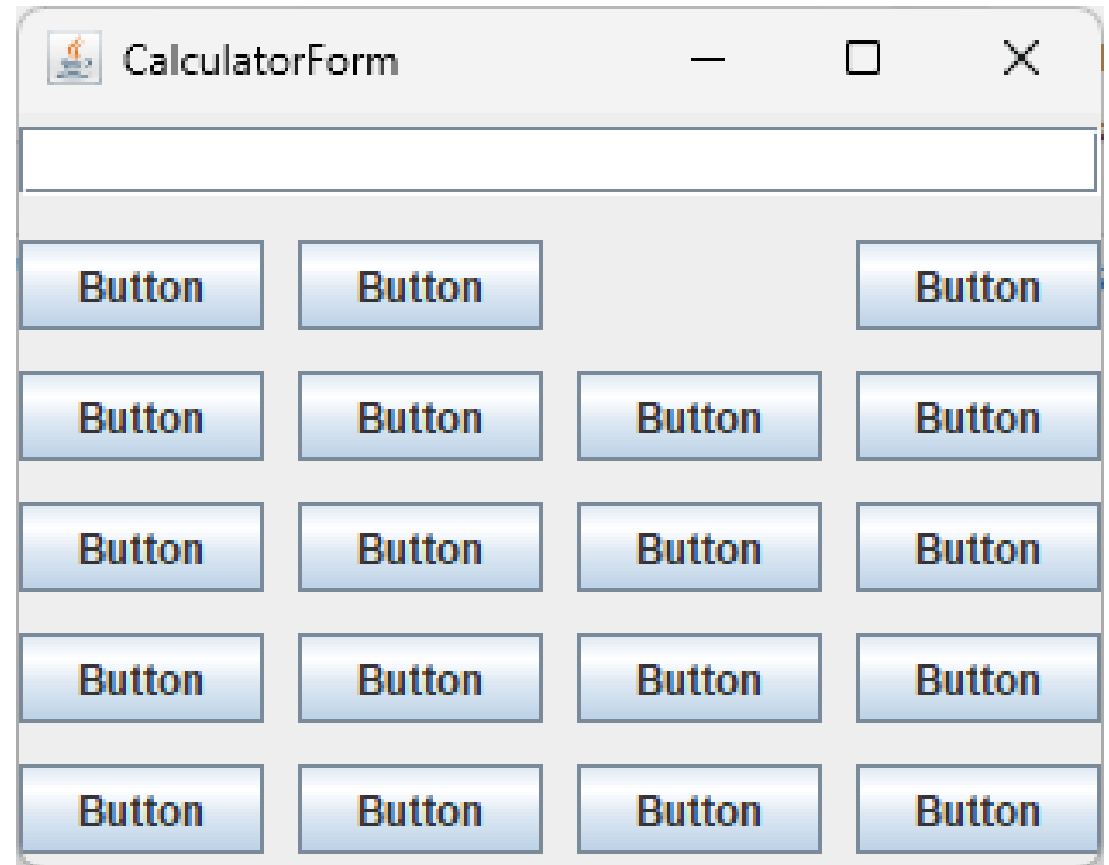
- Copy Reference (Ctrl+Alt+Shift+C)
- Paste (Ctrl+V)
- Paste from History... (Ctrl+Shift+V)
- Paste without Formatting (Ctrl+Alt+Shift+V)
- Column Selection Mode (Alt+Shift+Insert)
- Find Usages (Alt+F7)
- Refactor
- Folding
- Analyze
- Go To
- Generate... (Alt+Insert)
- Recompile 'CalcForm.java' (Ctrl+Shift+F9)
- Run 'CalcForm.main()' (Ctrl+Shift+F10)**
- Debug 'CalcForm.main()'
- Run 'CalcForm.main()' with Coverage
- Create 'CalcForm.main()'...
- Show in Explorer
- Open in Terminal
- Local History
- Compare with Clipboard
- File Encoding
- Create Gist...

2. Select it



# Congratulations! Your Calculator prototype

- Next, change the field names of fields and buttons
- Give each button a meaningful name



# Create Action Listeners of Buttons

The screenshot shows the IntelliJ IDEA IDE with a Java Swing calculator application. The main window displays a calculator interface with buttons for digits, operators, and functions like 'Clear' and '='. A context menu is open over the '4' button, and the 'Create Listener' option is highlighted. A red arrow points to this option. Another red arrow points to the 'button4' entry in the Component Tree on the left.

**1. Right Click a Button**

**2. Select Create Listener**

Property	Value
field name	button4
Custom Create	<input type="checkbox"/>
Horizontal Size Policy	Can Shrink, Can Grow
Vertical Size Policy	Fixed
Horizontal Align	Fill
<b>Vertical Align</b>	<b>Fill</b>
Indent	0
Minimum Size	[-1, -1]
Preferred Size	[-1, -1]
Maximum Size	[-1, -1]
Client Properties	
background	[227,227,227]
enabled	<input checked="" type="checkbox"/>
font	<default>
foreground	[0,0,0]
hideActionText	<input type="checkbox"/>
Show expert properties	<input type="checkbox"/>

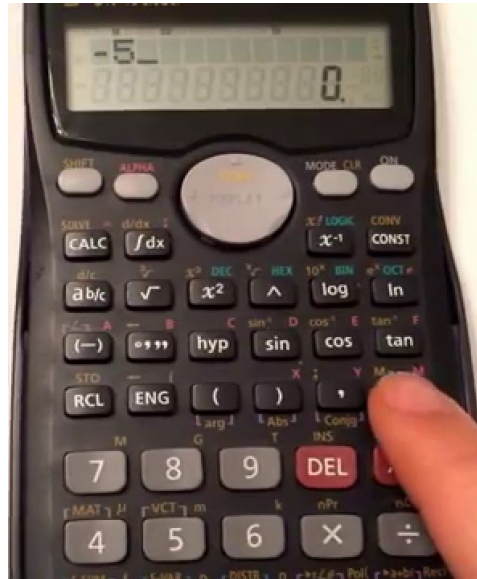
# Enter Your Code in ActionListener

```
public class CalculatorForm {  
    private JTextField displayField;  
    private JPanel CalcPanel;  
    private JButton buttonCE;  
    private JButton button0;  
    .....  
    .....  
    public CalculatorForm() {  
        button0.addActionListener(new ActionListener() {  
            @Override  
            public void actionPerformed(ActionEvent e) {  
                .....  
            }  
        });  
    }  
    .....  
}
```

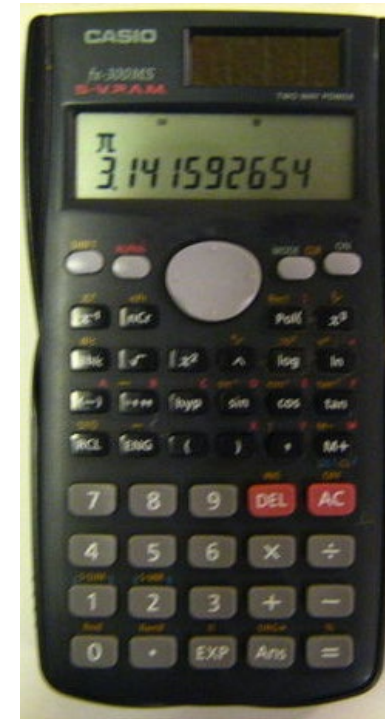


Enter Your Own Code Here

# Two Modes in Calculator



Entering digits



Show results (temporary or final)

# Example

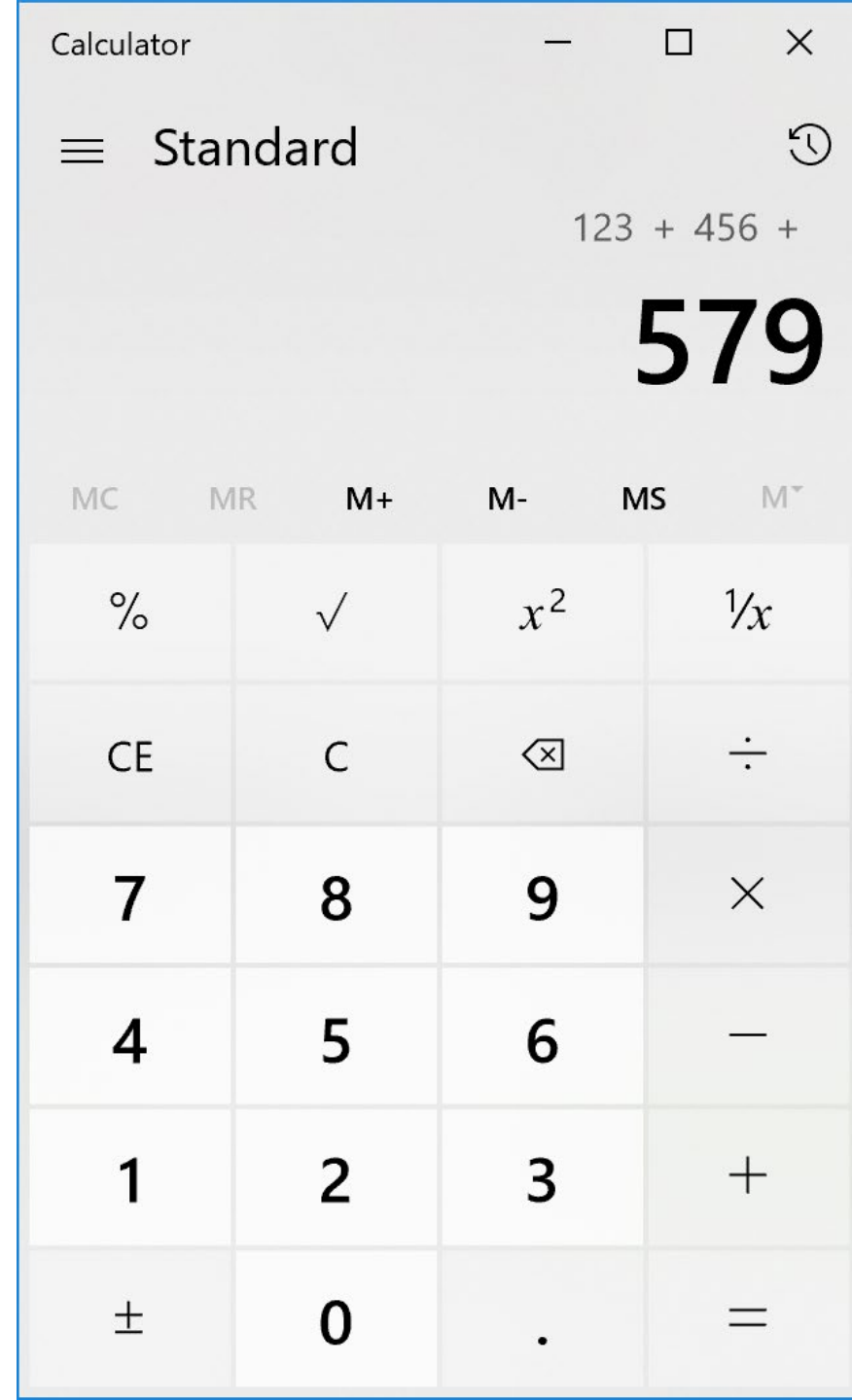
$$123 + 456 =$$

Show temp  
result



$$579 =$$

$$579 - 789 \dots$$



# Define Variables

- Use **enum** to define operations
- Other variables
  - Mode (**isDigitEnterMode**)
  - Current display (**displayString**)
  - Temporary result (**result**)
  - Last operation (**lastOP**)

```
public class CalculatorForm {  
    .....  
    .....  
    enum CalcOP {NONE, ADD, SUB, MULTIPLY, DIVIDE};  
  
    private boolean isDigitEnterMode = false;  
    private String displayString = "";  
    private double result = 0;  
    private CalcOP lastOP = CalcOP.NONE;  
    .....  
}
```



# Adding Functions to Listeners of Digit Buttons

```
.....  
button0.addActionListener(new ActionListener() {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        enterDigit("0");  
    }  
});  
button1.addActionListener(new ActionListener() {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        enterDigit("1");  
    }  
});  
button2.addActionListener(new ActionListener() {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        enterDigit("2");  
    }  
});  
.....  
.....
```

# Entering Digits

- Call enterDigit() in each listener of digit buttons

```
private void enterDigit(String digit)
{
    if (!isDigitEnterMode) {
        if (digit == ".")
            displayString = "0.";
        else
            displayString = digit;
            isDigitEnterMode = true;
    }
    else {
        // Only floating-point number
        // can start with 0
        if (displayString == "0" && digit != ".")
            return;
        displayString += digit;
    }
    displayField.setText(displayString);
}
```

# Adding Functions to Listeners of OP Buttons

```
.....  
buttonMultiply.addActionListener(new ActionListener() {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        evalLastOP( CalcOP.MULTIPLY);  
    }  
});  
buttonDivide.addActionListener(new ActionListener() {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        evalLastOP( CalcOP.DIVIDE);  
    }  
});  
buttonEqual.addActionListener(new ActionListener() {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        evalLastOP( CalcOP.NONE);  
    }  
});  
.....  
.....
```

# Evaluate Operations

- Evaluate operators (+ - \* / =)

```
private void evalLastOP(CalcOP currOP)
{
    double value = Double.parseDouble(displayField.getText());
    // Note that we evaluate Last Operator, not current
    switch (lastOP) {
        case ADD:
            result += value;
            break;
        case SUB:
            result -= value;
            break;
        case DIVIDE:
            result /= value;
            break;
        case MULTIPLY:
            result *= value;
            break;
        default: // First value
            result = value;
            break;
    }
    displayField.setText(Double.toString(result));
    isDigitEnterMode = false;
    lastOP = currOP;
}
```

# Create Test Interfaces

- Need to provide two public test interfaces:

1. `public void testClick(String button) throws Exception`

2. `public double getResult() { return result; }`

3. `public void showWindow()`

```
public void testClick(String button) throws Exception
{
    switch (button)
    {
        case "+": buttonAdd.doClick(); break;
        case "-": buttonSub.doClick(); break;
        case "*": buttonMultiply.doClick(); break;
        case "/": buttonDivide.doClick(); break;
        case ".": buttonDot.doClick(); break;
        case "=": buttonDivide.doClick(); break;
        case "±": buttonMinusPlus.doClick(); break;
        case "CE": buttonCE.doClick(); break;
        case "CLEAR": buttonCLS.doClick(); break;
        case "0": button0.doClick(); break;
        case "1": button1.doClick(); break;
        case "2": button2.doClick(); break;
        case "3": button3.doClick(); break;
        case "4": button4.doClick(); break;
        case "5": button5.doClick(); break;
        case "6": button6.doClick(); break;
        case "7": button7.doClick(); break;
        case "8": button8.doClick(); break;
        case "9": button9.doClick(); break;
        default:
            throw new Exception("Error! No button " + button);
    }
}
```

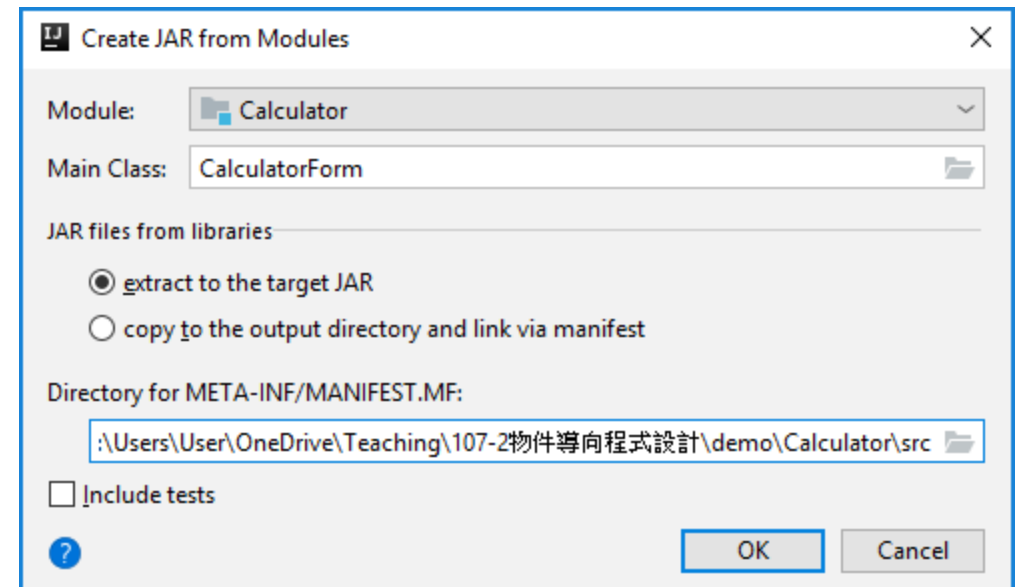
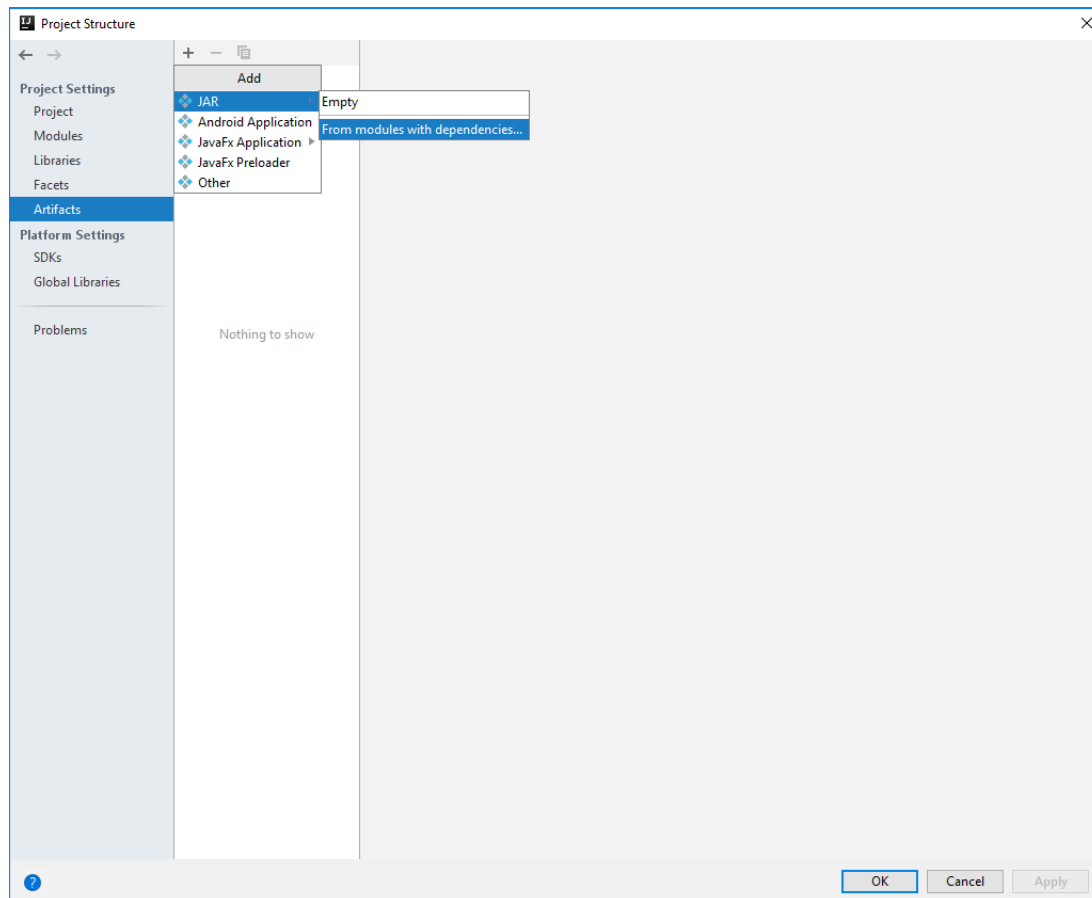
# Show the Testing Process

Define a public function **public void** showWindow()

```
public void showWindow() {  
    JFrame frame = new JFrame("Calculator");  
    frame.setContentPane(this.CalcPanel);  
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
    frame.pack();  
    frame.setVisible(true);  
}
```

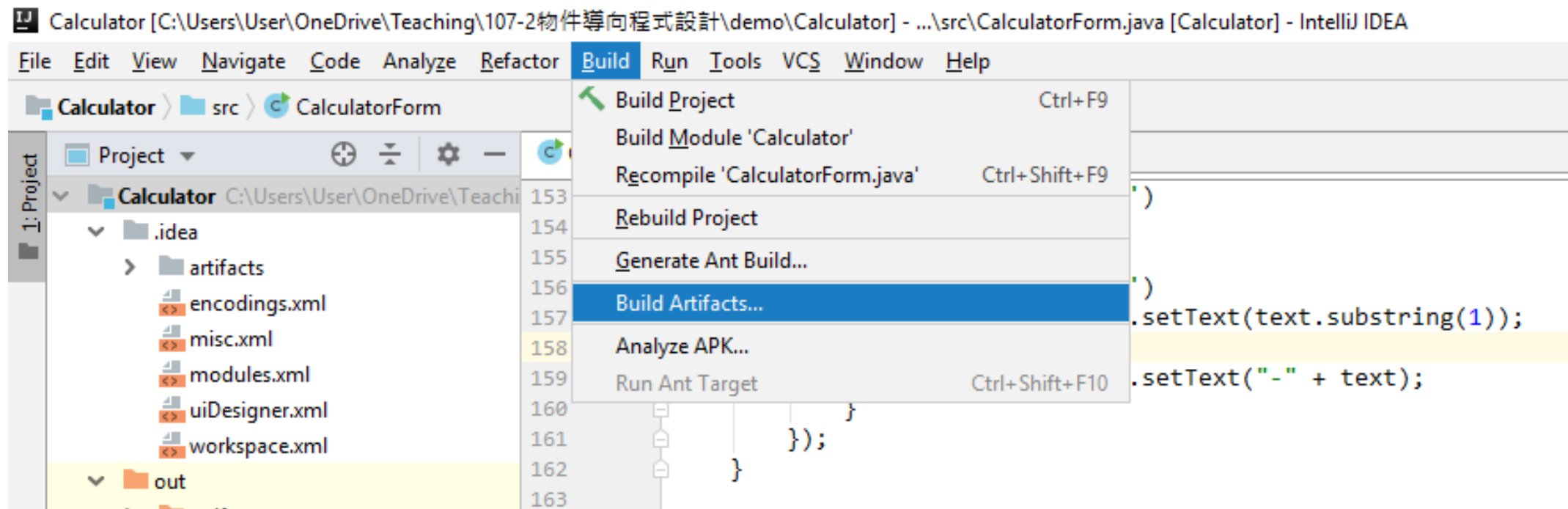
# Build a Jar

- File -> Project Structure -> Project Settings -> Artifacts -> Click green plus sign -> Jar -> From modules with dependencies...



# Build a Jar (Cont'd)

- Build | Build Artifact





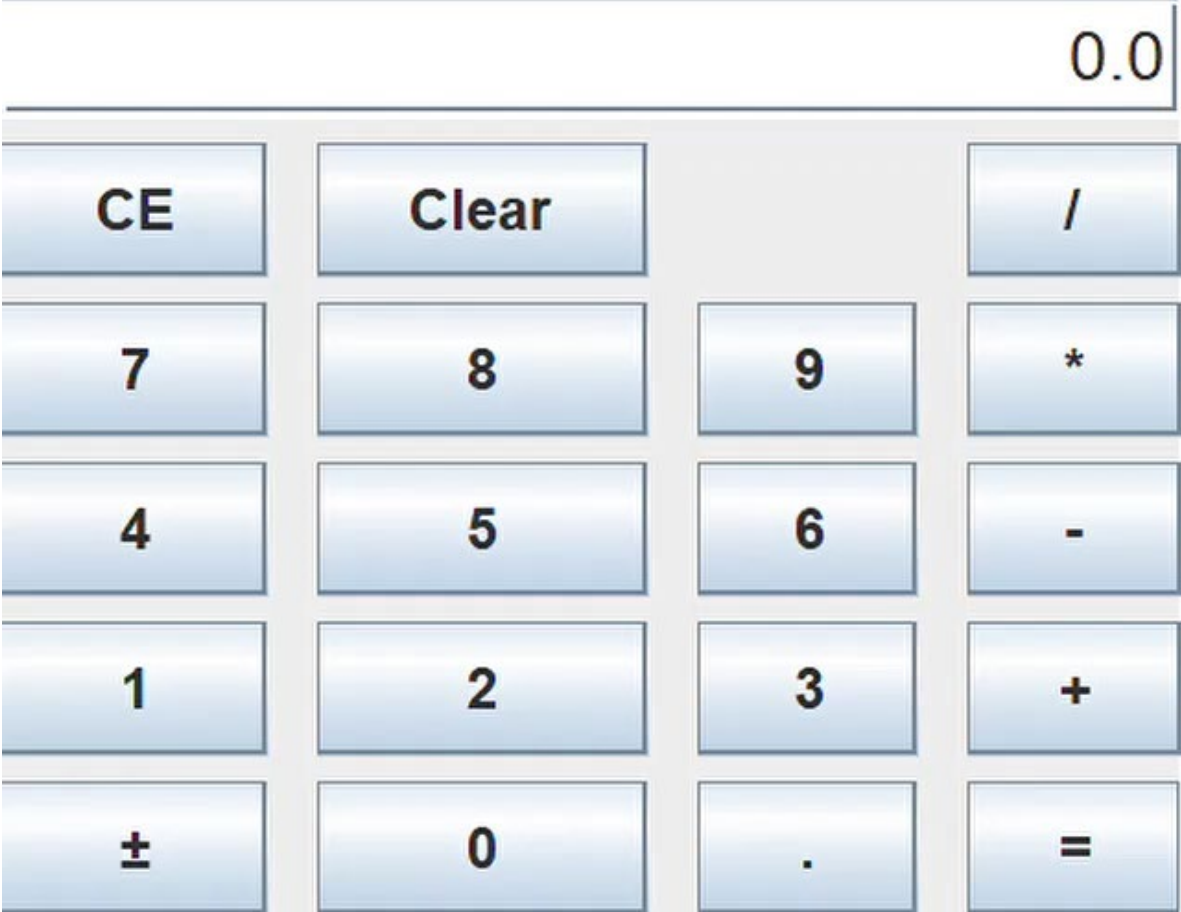
# Testing Your Calculator with JUnit

- Download `junit-4.12.jar` & `hamcrest-core-1.3.jar`
- Download `CalculatorFormTest.java`
- Compile `CalculatorFormTest.java` with your jar  

```
C:\> javac -cp ".;junit-4.12.jar;Calculator.jar" CalculatorFormTest.java
```
- Run the Test  

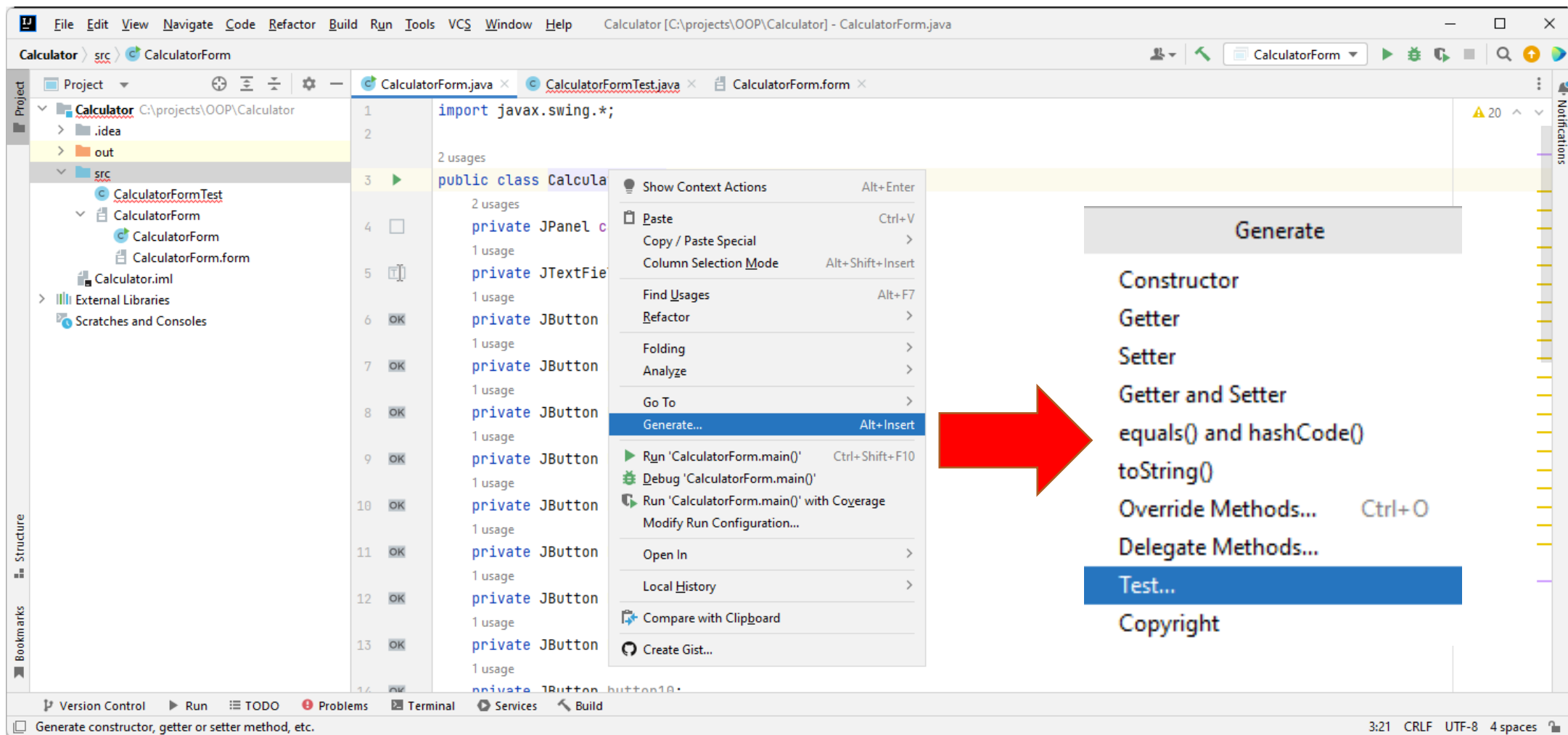
```
C:\> java -cp ".;junit-4.12.jar;Calculator.jar" CalculatorFormTest
```

# Testing Process



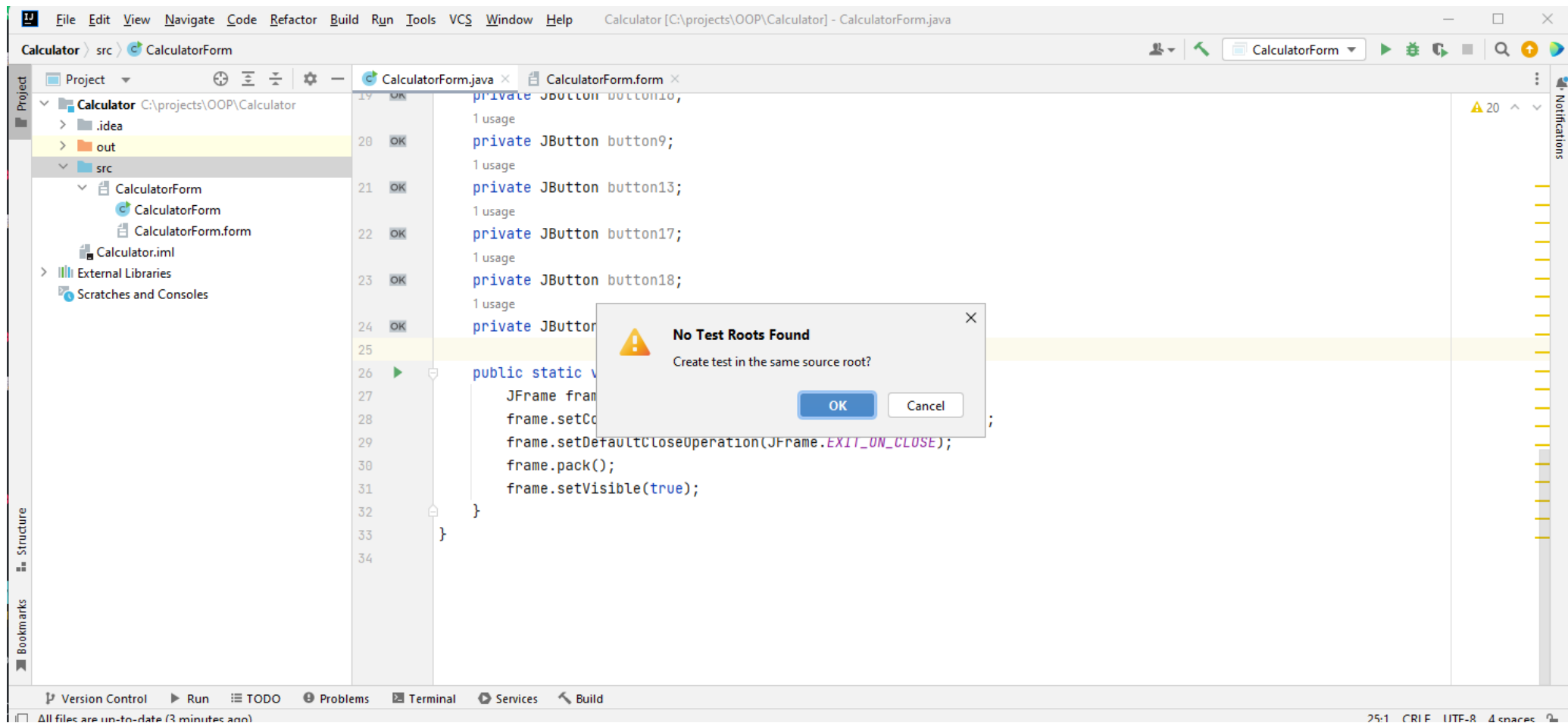
# Create Unit Testing using IntelliJ

# Right click and select “Generate...” -> “Test...”



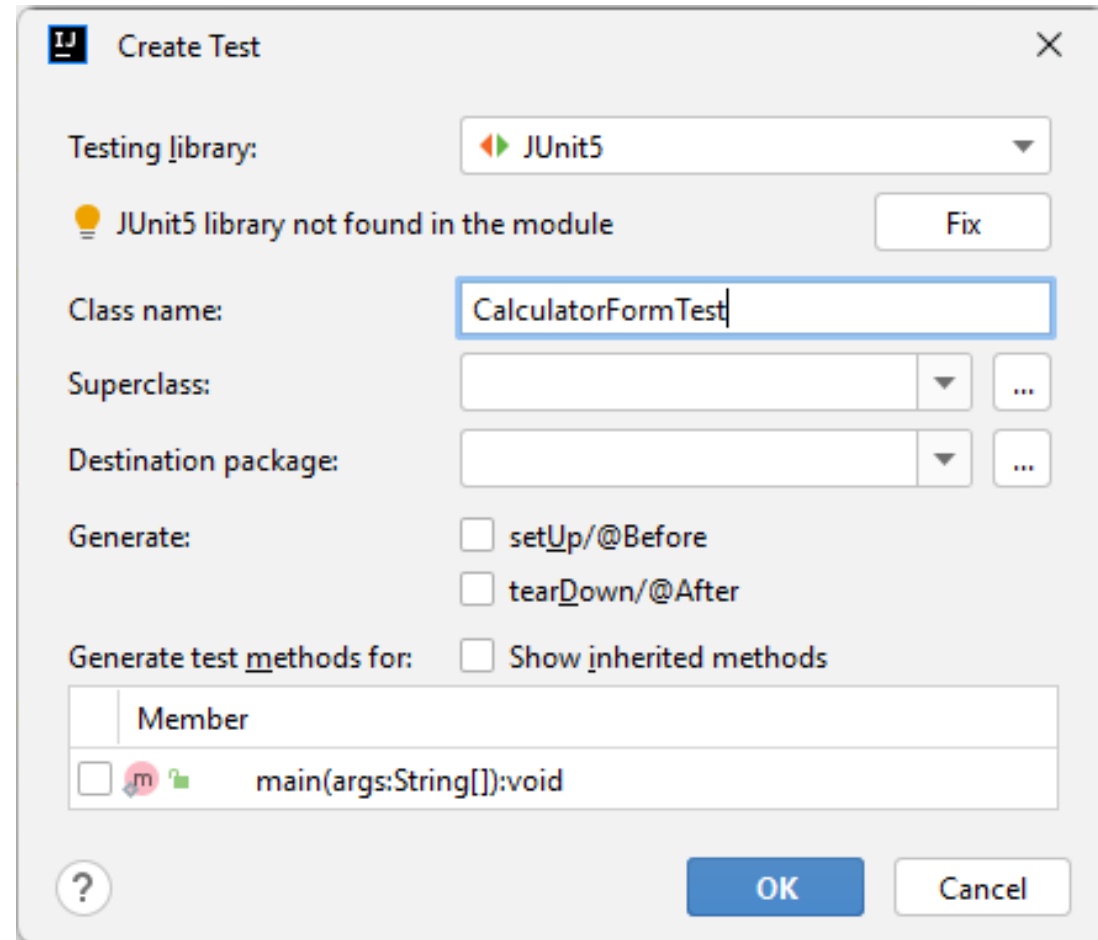
# Click “OK”

- Click “OK” when seeing the message “No Test Roots Found”

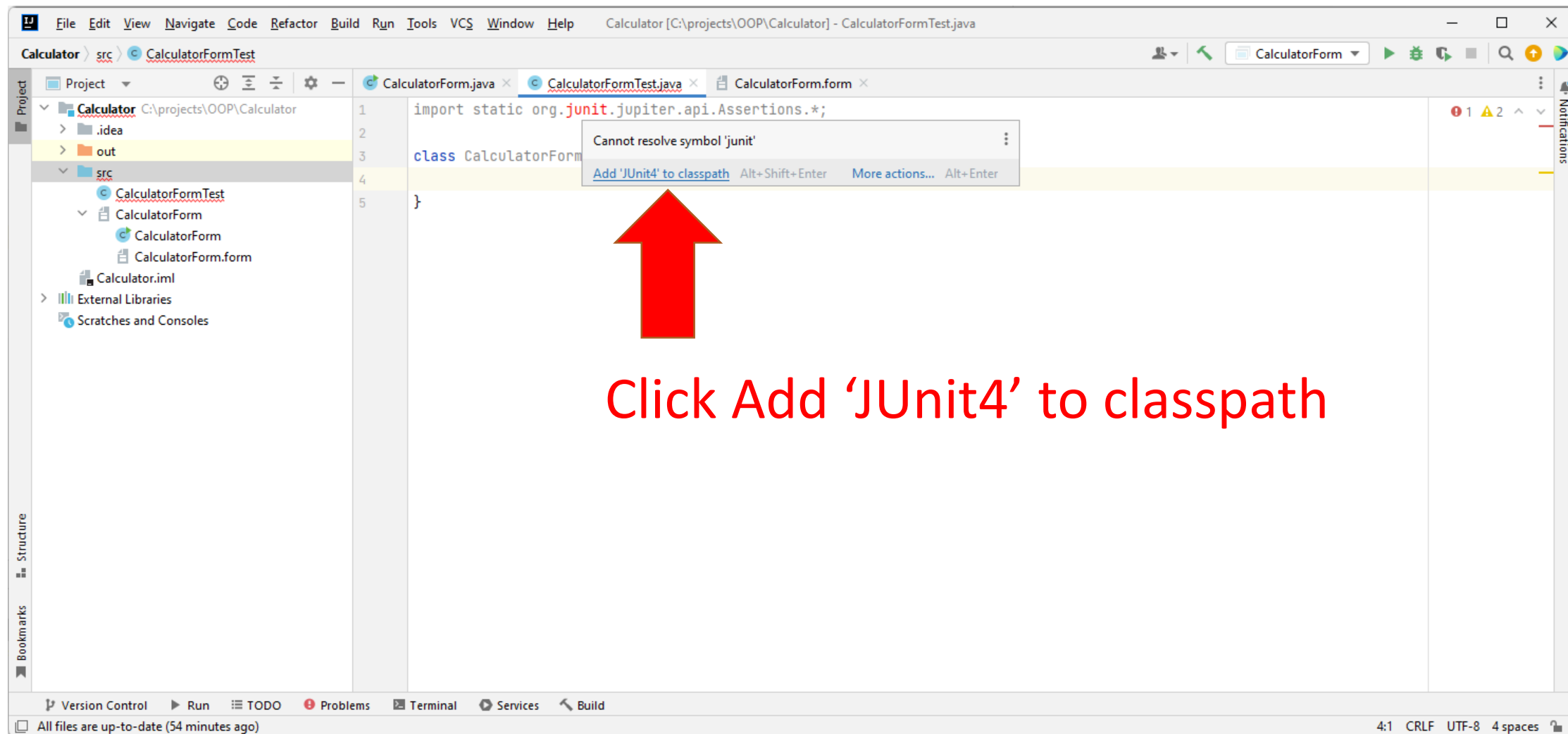


# Select Your Test Framework

- Use default JUnit5

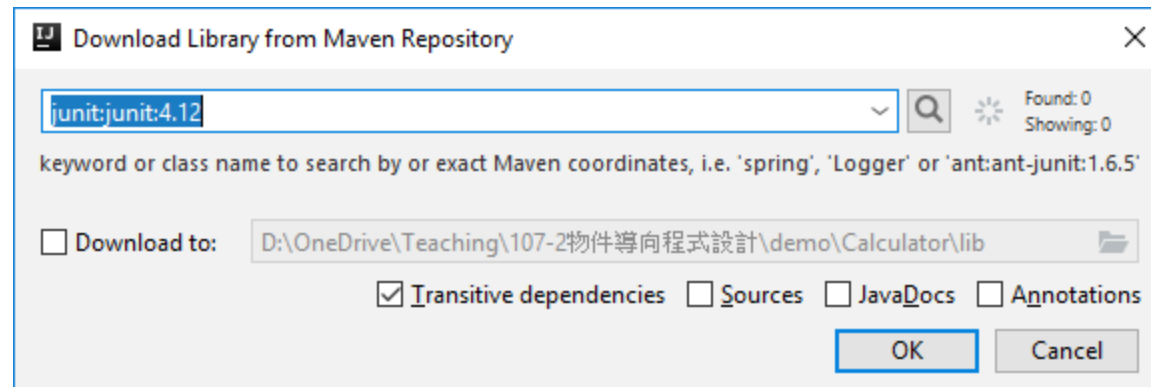


# Click on the error “junit”



# Auto Download Library

- Click OK to download junit library automatically





# Click the error “jupiter”

The screenshot shows an IDE window for a project named "Calculator". The main editor displays the file "CalculatorFormTest.java" with the following code:

```
1 import static org.junit.jupiter.api.Assertions.*;
2
3 class CalculatorFormTest {
4
5 }
```

A red error icon is visible on line 1. A dialog box titled "Download Library from Maven Repository" is open in the foreground. The search input field contains "org.junit.jupiter:junit-jupiter:5.8.1". Below the input field, it says "Found: 0 Showing: 0" and "keyword or class name to search by or exact Maven coordinates, i.e. 'spring', 'Logger' or 'ant:ant-junit:1.6.5'". The "Download to:" field is set to "C:\projects\OOP\Calculator\lib". The "Transitive dependencies" checkbox is checked, while "Sources", "Javadocs", and "Annotations" are unchecked. "OK" and "Cancel" buttons are at the bottom.

At the bottom of the IDE, the status bar shows "Cannot resolve symbol 'jupiter'" on the left and "1:29 CRLF UTF-8 4 spaces" on the right.

# JUnit 5 Test

- New an instance of CalculatorForm
- Create test unit using annotation @Test

New  
instance



Test Unit



```
import org.junit.jupiter.api.DisplayName;
import org.junit.jupiter.api.Test;
import java.util.concurrent.ThreadLocalRandom;
import static org.junit.jupiter.api.Assertions.*;

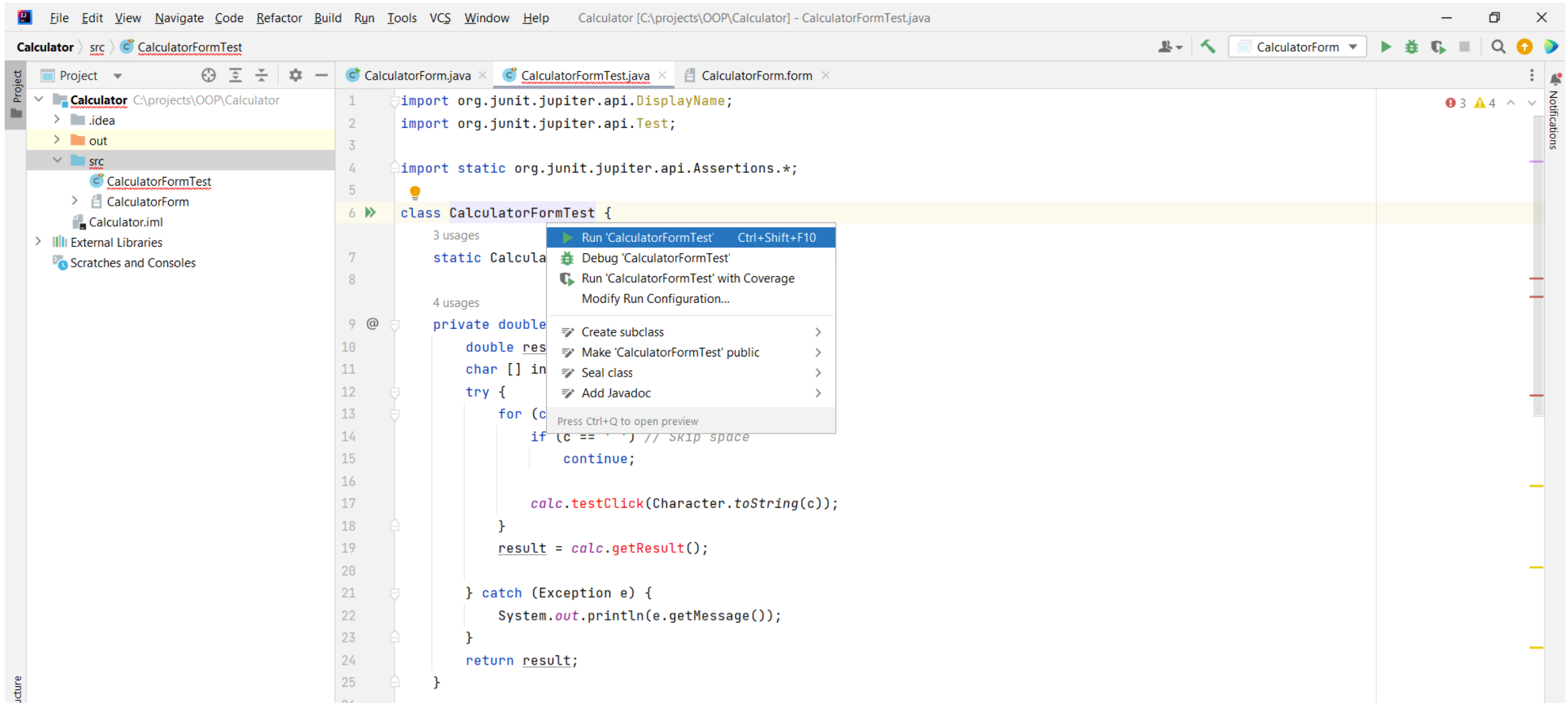
class CalculatorFormTest {
    static CalculatorForm calc = new CalculatorForm();

    private double evalInput(String input) {
        double result = Double.NaN;
        char [] in_array = input.toCharArray();
        try {
            for (char c : in_array) {
                if (c == ' ') // Skip space
                    continue;
                calc.testClick(Character.toString(c));
            }
            result = calc.getResult();
        } catch (Exception e) {
            System.out.println(e.getMessage());
        }
        return result;
    }
    private void clearAll() {
        calc.testClick("CLEAR");
    }
}

@Test
@DisplayName("Floating points")
public void testFloatingPoint() {
    clearAll();
    double result = evalInput("0.6*0.7*0.8*0.9/2=");
    assertEquals(0.1512, result, 0);
}
}
```

# Run Your Test

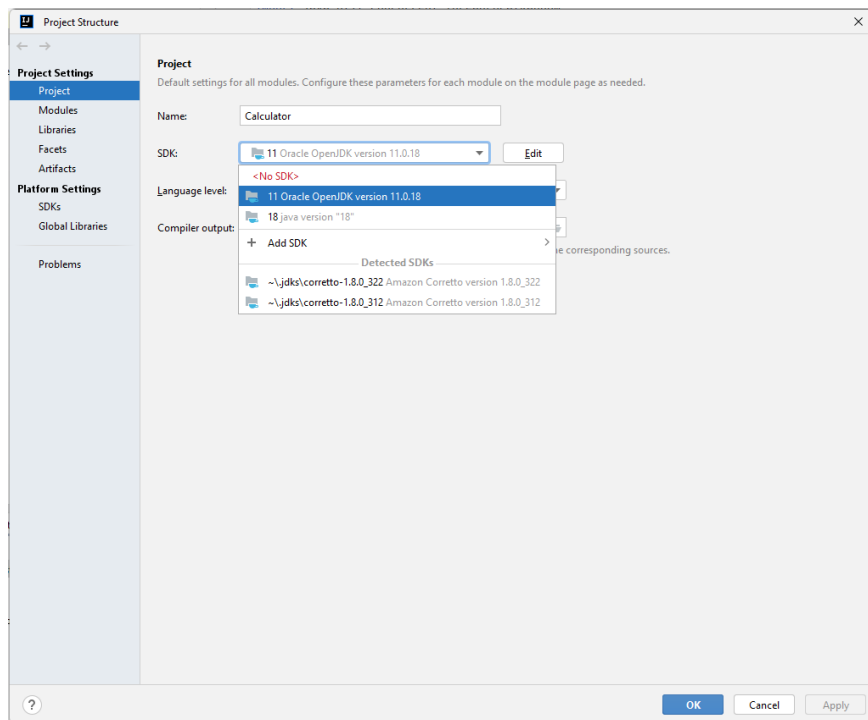
- Press “Alt + Enter” on your test class



# Note on Testing in GitHub Classroom (2023/3)

- So far GitHub classroom only support **Java 11**. Please use it to compile your **Calculator.jar**!
- Install JDK 11 and set the follows:

**File -> Project Structure**



**Edit Configuration**

