

Forum:[Hack Forums](#)

Thread: [Projects so far continued.](#)

zenawenliang - August 24, 2011, 7:57 pm

Thanks for viewing part 2!

Project: Calculator

Info: First real project, the comments where for something unrelated.

Created for: Main Project at Camp, Practicing Beginner Things...

```
Code #include <iostream>
#include <string.h>
#include <math.h>
#include <cstdlib>
using namespace std;
char intructions[60]; //Variable to decide if user wants instructions
char pastinst[60]; //Decides if they still want to use the calc after viewing the instructions
int num1; //First nubmer user entered to be used in math operation
int num2; //Send number, used the same as above ^
char action[60]; //What the user wants to do with the two numbers above
char X[60]; //Useless variable, I think I used to test arrays.
char redo[60]; //Variable used to when I was working on restarting calc after doing a opperation,
can be deleted.
char exitprogram[60]; //Used in same situation as above, but used to exit teh program
int pivalue = 3.1415926535; //The definition of PI I used for one of the actions in the calc
char qexit[60] = "c"; //variable used to begin operation of calc, or to quit after using calc
int main() {
    system("color 8f"); //I'm evil for using system(), but I used this to polish it up, changes CMD
    Prompt color.
    while (strcmp( qexit, "c") == 0){
        system("cls"); //used when the calc restarts at end to clear the cmd window
        cout << "\t\t\t \\N35QU1K's Quick Calc/|"; //Ascii art, once again polishing.
        cout << "\n\t\t\t __";
        cout << "\n\t\t\t | __ |";
        cout << "\n\t\t\t | | N35QU1K 0. | |";
        cout << "\n\t\t\t | |_| |";
        cout << "\n\t\t\t | _____ |";
        cout << "\n\t\t\t | | 7 | 8 | 9 | | + | |";
        cout << "\n\t\t\t | |_|_|_|_| |_| |";
        cout << "\n\t\t\t | | 4 | 5 | 6 | | - | |";
        cout << "\n\t\t\t | |_|_|_|_| |_| |";
        cout << "\n\t\t\t | | 1 | 2 | 3 | | x | |";
        cout << "\n\t\t\t | |_|_|_|_| |_| |";
        cout << "\n\t\t\t | | . | 0 | = | | / | |";
        cout << "\n\t\t\t | |_|_|_|_| |_| |";
        cout << "\n\t\t\t |_|";
        cout << "\n\n__";
        cout << "\n~~~";
    }
```

```

cout << " _";
cout << "\n\n\t\t Press \'c\' now to continue (Or anything else to quit)"; // Decides if user wants
to continue, mainly for after restarts
cout << "\n\t\t\t\t Enter choice: "; // Prompt user for user input
cin >> qexit; //User input for qexit Aswers above question and assigns a certain value to qexit
if (strcmp( qexit, "c") != 0){
    exit(1); // if qexit not equal to "c" then close the program
}
system("cls"); //clears the program window
cout << "\t\t\t\t Coded in C++"; //First big project coded in C++ =D
cout << "\n--";
cout << " Do you want instructions for the use of this Calculator? (Yes or No) ";
cout << "\t\t\t\t Enter choice (Yes or No): ";
cin >> intructions; //assigns value to variable instructions
system("cls"); //clears program window
cout << "\n\n\n\t\t\t\t _"; //ASCII art of some nesquik!
cout << "\n\t\t\t\t \\";
cout << "\n\t\t\t\t ==";
cout << "\n\t\t\t\t /..\";
cout << "\n\t\t\t\t |~~~~|";
cout << "\n\t\t\t\t |~~~~|";
cout << "\n\t\t\t\t N35QU1K";
//Change to string compare below
//Above is notes
if (strcmp( intructions, "Yes" ) == 0){
    cout << "\n\t\t\t\t|Instructions|"; //above compared a variable to a string and this is
outputting instructions for user.
    cout << "\n\n\t\tThis is used as just a common calculator, enter in your numbers, chose\nyour
calculation you will want,";
    cout << " for example I would chose type 152, then X for multiplaying, then 4 as my last
number. The last number can be empty for example,";
    cout << "when you would do sqaure roots you do this, 1. 25 2. $ 3. <blank> and you would
get 5.";
    cout << "As simple as that!\n\n";
    cout << "Do you want to continue? (Yes or No.) ";
    cin >> pastinst; //decides if user wants to continue using calc
    system("cls"); //clears program window
}
if (strcmp( pastinst, "No" ) == 0){
    exit(1); //closes program if variable pastinst is not equal to the string "No"
}

cout << "\n\nAvailable actions are: \nmultiplying = X \ndivision = / \naddition = +\nsubtraction = -
\nopposites = %"; // Tells user avaiable actions
cout << " \nPowers = ^ \nSquare root = $ \nAbsolute Value = # \nFind the Area of Circle and
Circumfrence = @"; //same as above

cout << "\n\nAction: ";
cin >> action; //assigns value to instruction
if(strcmp( action, "%" ) == 0 || strcmp( action, "$" ) == 0 || strcmp( action, "#" ) == 0 || strcmp(
action, "@" ) == 0){
    if(strcmp( action, "%" ) == 0){
        cout << "\nNumber to become opposite: "; // I used the above to decide which if

```

statements would be used in a certain circumstance

cin >> num1; // Continued from above, so that it makes more sense than it asking for a second number when it only needs one
cout << num1 << " " << action << " is = " << num1/-1; //carries out the action they wanted and prints it out

```
}  
if(strcmp( action, "$") == 0){  
    cout << "\nFind the square root of: ";  
    cin >> num1;  
    cout << num1 << " " << action << " is = " << sqrt((float)num1); //carries out the action they wanted and prints it out
```

```
}  
if(strcmp( action, "#") == 0){  
    cout << "\nAbsoulute value of: ";  
    cin >> num1;  
    cout << num1 << " " << action << " is = " << fabs((float)num1); //carries out the action they wanted and prints it out
```

```
}  
if(strcmp( action, "@") == 0){  
    cout << "\nRadius: ";  
    cin >> num1;  
    cout << "\n" << "A circle with a radius of " << num1 << " has these attributes: " << "\n" << "It has a area of: " << pivalue*num1*num1 << "\nAnd a circumfrence of: " << num1*pivalue;  
} //carries out the action they wanted and prints it out ^
```

```
}else{  
    cout << "\n\nNumber 1: "; // these are in the else because they need 2 numbers to carry out teh action
```

```
    cin >> num1;  
    cout << "\nNumber 2: ";  
    cin >> num2;  
    if (strcmp( action, "X" ) == 0){  
        cout << num1 << " " << action << " " << num2 << " is = " << num1*num2; //carries out the action they wanted and prints it out
```

```
    }  
    if (strcmp( action, "/" ) == 0){  
        cout << num1 << " " << action << " " << num2 << " is = " << num1/num2; //carries out the action they wanted and prints it out
```

```
    }  
    if (strcmp( action, "+" ) == 0){  
        cout << num1 << " " << action << " " << num2 << " is = " << num1+num2; //carries out the action they wanted and prints it out
```

```
    }  
    if (strcmp( action, "-" ) == 0){  
        cout << num1 << " " << action << " " << num2 << " is = " << num1-num2; //carries out the action they wanted and prints it out
```

```
    }  
    if (strcmp( action, "^" ) == 0){  
        cout << num1 << " " << action << " " << num2 << " is = " << pow ((float)num1, (float)num2); //carries out the action they wanted and prints it out
```

```
    }
```

```
}
```

```

cout << "\n\n"; //new lines
system("pause"); //Once again evil systsem, but I started doing more multi platform friendly
commands in later projects, look at game of life
// btw it just propmts user to press the enter/return key

```

```

system("cls"); // clear program screen
cout << "    \\._,, /\'"; //ascii art of a giraffe with a twisted neck
cout << "\n    \\\'-/ |-'";
cout << "\n    \ \ \\'";
cout << "\n    | \ \ \\'";
cout << "\n    (_/ \ \ %-----. _";
cout << "\n    \W _____ \\'";
cout << "\n    , / \'-. _|_";
cout << "\n    | \\'-. _ \\'";
cout << "\n    \ \ _/ _ \ \ _ \'-.";
cout << "\n    \W /-. \ \ _ \\'";
cout << "\n    / | \ \ _ \\'";
cout << "\n    / / \ \ _ \'- /";
cout << "\n    | | \'-. _-';
cout << "\n    ,-' |";
cout << "\n    / \'-. _";
cout << "\n    | \'-. _";
cout << "\n    \ \ \\'";
cout << "\n    | \ \ |-'.";
cout << "\n    \ \ | \'-. _-| / \\'";
cout << "\n    | \ \ | \ \ | $";
cout << "\n    \ \ | / | /";
cout << "\n    | / \ \ |";
cout << "\n    | / | /";
cout << "\nThanks for trying my program! My first thing coded in C++ So get this Girraffe.";
//Thanks the user.
cout << "\n";
system("pause"); //pause system to ask them to contiue
}
system("cls"); //clears the screen again, using evil system() Then the program loops from the first
while()
}

```

That's it so far, if you have any answers to previous things, or you know what I should try next as a project, please reply!

Turmoil - August 25, 2011, 1:53 am

Nice man, you should try making it into a user friendly ui using QT Creator !

zenawenliang - August 25, 2011, 3:06 am

(Aug 25, 2011 01:53 AM)Turmoil Wrote: [CITE](#) Nice man, you should try making it into a user friendly ui using QT Creator !I would but I can't find any guides. Please link me.

venom1724 - August 25, 2011, 3:13 am

Awesome calc ;] Try making gui now, im sure u'll enjoy it

Manzzup - August 25, 2011, 9:18 am

i would suggest Gtk+ over QT

but again gtk comez VERY bad without a good IDE (probably their creator isnt very good :S)
but it lookz good in both windows and Gnome

zenawenliang - August 25, 2011, 5:27 pm

(Aug 25, 2011 09:18 AM)Manzzup Wrote: [\[CITE\]](#) i would suggest Gtk+ over QT
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Yeah, I would love for my programs to be cross platform, but right now I can't find any guides for creatings GUIs for either QT or GTK, you got any ideas?

eKKiM - August 25, 2011, 6:32 pm

(Aug 25, 2011 05:27 PM)zenawenliang Wrote: [\[CITE\]](#) Yeah, I would love for my programs to be cross platform, but right now I can't find any guides for creatings GUIs for either QT or GTK, you got any ideas?

i dont recommend GTK.

It's a biatch (sometimes).

zenawenliang - August 25, 2011, 6:39 pm

(Aug 25, 2011 06:32 PM)eKKiM Wrote: [\[CITE\]](#) i dont recommend GTK.

It's a biatch (sometimes).

God damn it, either way is there any guides?

eKKiM - August 25, 2011, 6:43 pm

(Aug 25, 2011 06:39 PM)zenawenliang Wrote: [\[CITE\]](#) God damn it, either way is there any guides?
I don't know you Cpp skills but this should get you started i think:

<http://sector.ynet.sk/qt4-tutorial/>

oprichni - August 25, 2011, 6:44 pm

(Aug 25, 2011 06:39 PM)zenawenliang Wrote: [\[CITE\]](#) God damn it, either way is there any guides?
I'm sure you meant, "are* there any guides?"

Spoiler ([Click to View](#))

[img]http://mizzbree.files.wordpress.com/2011/01/700px-grammar_nazi_flag.png[/img]

And to answer your question, this is for GTK (warning, it's C):

<http://developer.gnome.org/gtk-tutorial/2.90/>

zenawenliang - August 25, 2011, 6:45 pm

(Aug 25, 2011 06:43 PM)eKKiM Wrote: [\[CITE\]](#) I don't know you Cpp skills but this should get you started i think:

<http://sector.ynet.sk/qt4-tutorial/>

Thanks, looking for more of these, and I am past pointers, getting past classes, done with functions, and all that junk.

EDIT: Looked through the tutorial, I don't think this is the GUI Version of QT I'm looking for...

stdio - August 25, 2011, 6:46 pm

Isnt anyone just a little bit perturbed that he used center tags on code because the thought it might be "cool". It isnt "cool"... it looks like shit and I will continually use this example (until its changed) as a reason to hate humanity and want to murder small children and puppies.

zenawenliang - August 25, 2011, 7:02 pm

(Aug 25, 2011 06:46 PM)stdio Wrote: [\[CITE\]](#) Isnt anyone just a little bit perturbed that he used center tags on code because the thought it might be "cool". It isnt "cool"... it looks like shit and I will continually use this example (until its changed) as a reason to hate humanity and want to murder small children and puppies.

Shit, sorry bro, I didn't look it over, I was just mass editing, I'll fix it right now bro.

EDIT: Fixed it! Sorry stdio, you're one of my favorite members of the coding section, didn't want to piss you off.

stdio - August 25, 2011, 7:18 pm

(Aug 25, 2011 07:02 PM)zenawenliang Wrote: [\[CITE\]](#) Shit, sorry bro, I didn't look it over, I was just mass editing, I'll fix it right now bro.

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You've restored my faith in humanity for the time being! Thanks, despite HF enjoying to mess with code formatting because of the x3 rule (three tabs, three letters, three spaces, etc) to hopefully reduce spam it still looks way easier to read.

zenawenliang - August 25, 2011, 7:19 pm

(Aug 25, 2011 07:18 PM)stdio Wrote: [\[CITE\]](#) You've restored my faith in humanity for the time being! Thanks, despite HF enjoying to mess with code formatting because of the x3 rule (three tabs, three letters, three spaces, etc) to hopefully reduce spam it still looks way easier to read. Thanks but I am still looking for Updated QT Guides for C++

stdio - August 25, 2011, 7:26 pm

Look for any tutorials featuring QTCreator. (The IDE to develop QT apps).

The current version is 4.7 that tutorial is for 4.4 I doubt much has changed in what you need to do however.

Manzzup - August 26, 2011, 7:13 am

QT is now powered by nokia

you can see a load of the tuts, plus the docuemntation and whatever else you need

and the IDE is really great, almost like VS[not that much good] only you have to include some stuff of QT to make it work

from therez itz pure c++ again :D

QTpowa - August 26, 2011, 4:25 pm

the better guide that you will find will be the online reference of QT and they have some basic tutorial.