

Project assignment (suggestion): look upon it as a major laboratory .

The project decides your grade in the course: Pass or pass with

The work is about: 20h/person, should be equivalent to 1-2 laboratories.

You can of course be more than one in the project.

If you have own suggestion you are most welcome to present your idea.

If not, then continue read my suggested project for the grade pass.

Improvements of the specification could lead to a better grade.

Create a GUI according to "funtool", but it should contain buttons with the numbers 0-9 , and symbols x , y, and z.

There should also be a separate plot window included in the GUI.

Be able to make 2D and 3D-plots.

Naturally you also need the following buttons: left and right parenthesis, plus, minus, multiplication, division and sine, cosine, exponential, different logarithms.

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It would be nice to be able to save and load functions in a memory, like

a STORE and RECALL, and finally graph button that plots the functions written on the display.

The button could be named: GRAPH and you might also need buttons like ENTER and CLEAR.

Consider the design of the calculator as well and the usability.

Example: write $23+4*5$ press ENTER to calculate.

Example: write $\sin(x)+\cos(4*x)$, press GRAPH to plot.

Depending on how many variables your expression contains, decide what kind of plot you wish.

Above all the calculator must focus on functionality, but secondly usability and then the design.

Also try to make the calculator foolproof.

Since it is hard to think of all details here. Think of how a advanced calculator works if you have some hesitations