

```
/**
 * Calculatrice très simple.
 *
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 * Classe:    3GIG
 */
public class Calculator
{
    // Les attributs sont initialisés
    private double currentValue = 0;
    private int    operations   = 0;

    public double getCurrentValue()
    {
        return currentValue;
    }

    public int getOperations()
    {
        return operations;
    }

    public void initialize()
    {
        currentValue = 0;
        operations   = 0;
    }

    public void add(double pNumber)
    {
        // Incrémenter (augmenter de 1) le nombre d'opérations
        operations = operations + 1;
        currentValue = currentValue + pNumber;
    }

    public void subtract(double pNumber)
    {
        operations++; // autre façon d'incrémenter --> la meilleure
        currentValue = currentValue - pNumber;
    }

    public void multiplyBy(double pNumber)
    {
        operations += 1; // autre façon d'incrémenter
        currentValue = currentValue * pNumber;
    }

    public void divideBy(double pNumber)
    {
        operations = operations + 1;
        currentValue = currentValue / pNumber;
    }
}
```