La calcolatrice

Programmazione in c++ di una calcolatrice che svolge somma sottrazione moltiplicazione divisione

```cpp
//---------------------------------------------------------------------

#include <vcl.h>
#pragma hdrstop

#include "calcolatrice2.h"
//---------------------------------------------------------------------
#pragma package(smart_init)
#pragma link "CSPIN"
#pragma resource "*.dfm"
TForm1 *Form1;
//---------------------------------------------------------------------
__fastcall TForm1::TForm1(TComponent* Owner)
    : TForm(Owner)
{
}
//---------------------------------------------------------------------


//---------------------------------------------------------------------
void __fastcall TForm1::Button1Click(TObject *Sender)
{
  CSpinEdit1->Value=random(11);
  CSpinEdit2->Value=random(11);
  CSpinEdit3->Value=0;
  if(RadioButton1->Checked)
    CSpinEdit3->Value=CSpinEdit1->Value+CSpinEdit2->Value;
  else
    if(RadioButton2->Checked)
      CSpinEdit3->Value=CSpinEdit1->Value-CSpinEdit2->Value;
    else
      if(RadioButton3->Checked)
        CSpinEdit3->Value=CSpinEdit1->Value*CSpinEdit2->Value;
```

```cpp
        else
          if(RadioButton4->Checked)
          {
              CSpinEdit3->Value=CSpinEdit1->Value/CSpinEdit2->Value;
          }
}
//---------------------------------------------------------------------------
void __fastcall TForm1::RadioButton1Click(TObject *Sender)
{
   Label1->Visible=false;
   Label3->Visible=true;
   Label4->Visible=false;
   Label5->Visible=false;
}
//---------------------------------------------------------------------------
void __fastcall TForm1::RadioButton2Click(TObject *Sender)
{
   Label1->Visible=false;
   Label3->Visible=false;
   Label4->Visible=true;
   Label5->Visible=false;
}
//---------------------------------------------------------------------------
void __fastcall TForm1::RadioButton3Click(TObject *Sender)
{
   Label1->Visible=true;
   Label3->Visible=false;
   Label4->Visible=false;
   Label5->Visible=false;
}
//---------------------------------------------------------------------------
void __fastcall TForm1::RadioButton4Click(TObject *Sender)
{
   Label1->Visible=false;
   Label3->Visible=false;
   Label4->Visible=false;
   Label5->Visible=true;
}
//---------------------------------------------------------------------------
//void __fastcall TForm1::CSpinEdit1Change(TObject *Sender)

//---------------------------------------------------------------------------
```

```
//void __fastcall TForm1::CSpinEdit2Change(TObject *Sender)

//----------------------------------------------------------------------
```