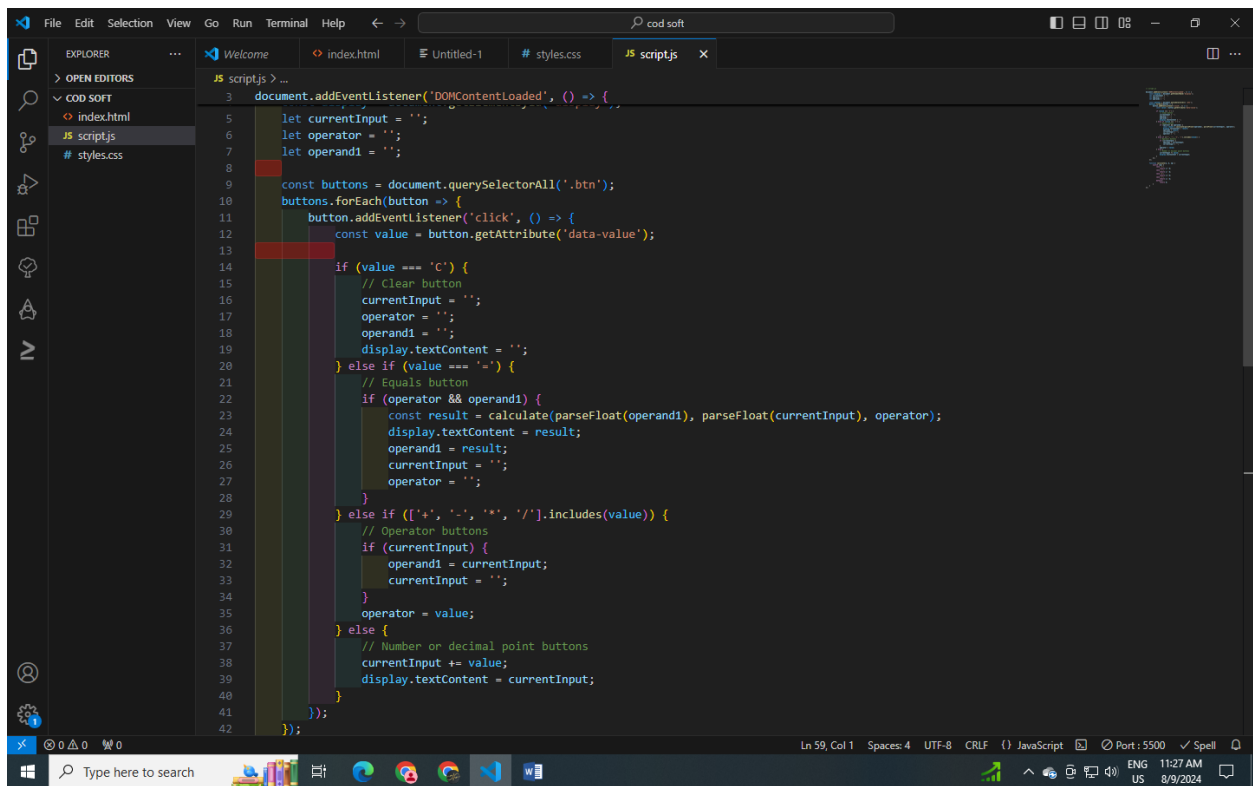


```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Basic Calculator</title>
7   <link rel="stylesheet" href="styles.css">
8 </head>
9 <body>
10   <div class="calculator">
11     <div class="display" id="display"></div>
12     <div class="buttons">
13       <button class="btn" data-value="7">7</button>
14       <button class="btn" data-value="8">8</button>
15       <button class="btn" data-value="9">9</button>
16       <button class="btn operator" data-value="/">/</button>
17
18       <button class="btn" data-value="4">4</button>
19       <button class="btn" data-value="5">5</button>
20       <button class="btn" data-value="6">6</button>
21       <button class="btn operator" data-value="*">*</button>
22
23       <button class="btn" data-value="1">1</button>
24       <button class="btn" data-value="2">2</button>
25       <button class="btn" data-value="3">3</button>
26       <button class="btn operator" data-value="-">-</button>
27
28       <button class="btn" data-value="0">0</button>
29       <button class="btn" data-value=".">.</button>
30       <button class="btn equal" data-value="=">=</button>
31       <button class="btn operator" data-value="+">+</button>
32
33       <button class="btn clear" data-value="C">C</button>
34     </div>
35   </div>
36   <script src="script.js"></script>
37 </body>
38 </html>
39
```

```
35 button {
36   background: #eee;
37   border: none;
38   padding: 20px;
39   font-size: 1.5em;
40   cursor: pointer;
41   transition: background 0.3s;
42 }
43
44 button:hover {
45   background: #ddd;
46 }
47
48 button.operator {
49   background: #f90;
50   color: #fff;
51 }
52
53 button.operator:hover {
54   background: #e87c00;
55 }
56
57 button.equal {
58   background: #0a0;
59   color: #fff;
60   grid-column: span 2;
61 }
62
63 button.clear {
64   background: #f00;
65   color: #fff;
66   grid-column: span 4;
67 }
68
69 button.clear:hover {
70   background: #c00;
71 }
72
```



The screenshot shows the Visual Studio Code editor with a JavaScript file named `script.js` open. The code implements a simple calculator with the following logic:

- Initializes `currentInput`, `operator`, and `operand1` to empty strings.
- Uses `document.querySelectorAll('.btn')` to get all buttons and iterates over them with `forEach`.
- Each button has a `click` event listener that checks its `data-value` attribute.
- If the value is `'C'`, it clears `currentInput`, `operator`, and `operand1`, and resets the `display.textContent`.
- If the value is `'='`, it calls the `calculate` function with `parseFloat(operand1)`, `parseFloat(currentInput)`, and the current `operator`. The result is stored in `result`, and `operand1`, `currentInput`, and `operator` are updated.
- If the value is one of the operators `['+', '-', '*', '/']`, it updates `operator` and `currentInput`.
- If the value is a number or decimal point, it appends it to `currentInput` and updates the `display.textContent`.

```
3 document.addEventListener('DOMContentLoaded', () => {  
4  
5   let currentInput = '';  
6   let operator = '';  
7   let operand1 = '';  
8  
9   const buttons = document.querySelectorAll('.btn');  
10  buttons.forEach(button => {  
11    button.addEventListener('click', () => {  
12      const value = button.getAttribute('data-value');  
13  
14      if (value === 'C') {  
15        // Clear button  
16        currentInput = '';  
17        operator = '';  
18        operand1 = '';  
19        display.textContent = '';  
20      } else if (value === '=') {  
21        // Equals button  
22        if (operator && operand1) {  
23          const result = calculate(parseFloat(operand1), parseFloat(currentInput), operator);  
24          display.textContent = result;  
25          operand1 = result;  
26          currentInput = '';  
27          operator = '';  
28        }  
29      } else if (['+', '-', '*', '/'].includes(value)) {  
30        // Operator buttons  
31        if (currentInput) {  
32          operand1 = currentInput;  
33          currentInput = '';  
34        }  
35        operator = value;  
36      } else {  
37        // Number or decimal point buttons  
38        currentInput += value;  
39        display.textContent = currentInput;  
40      }  
41    });  
42  });  
43 }
```

