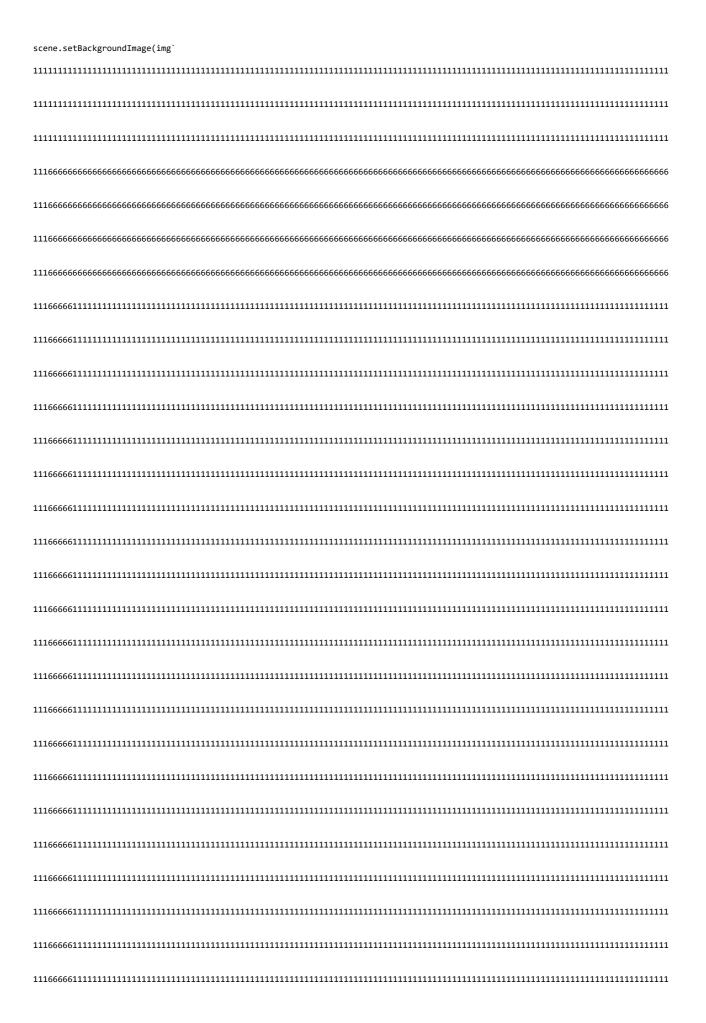
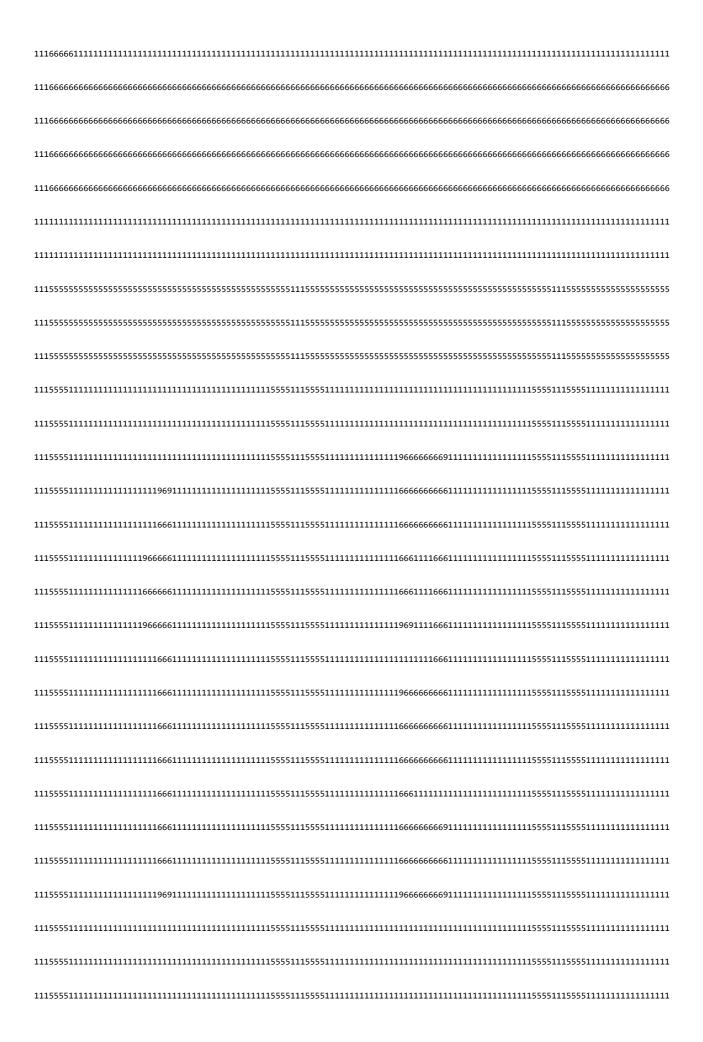
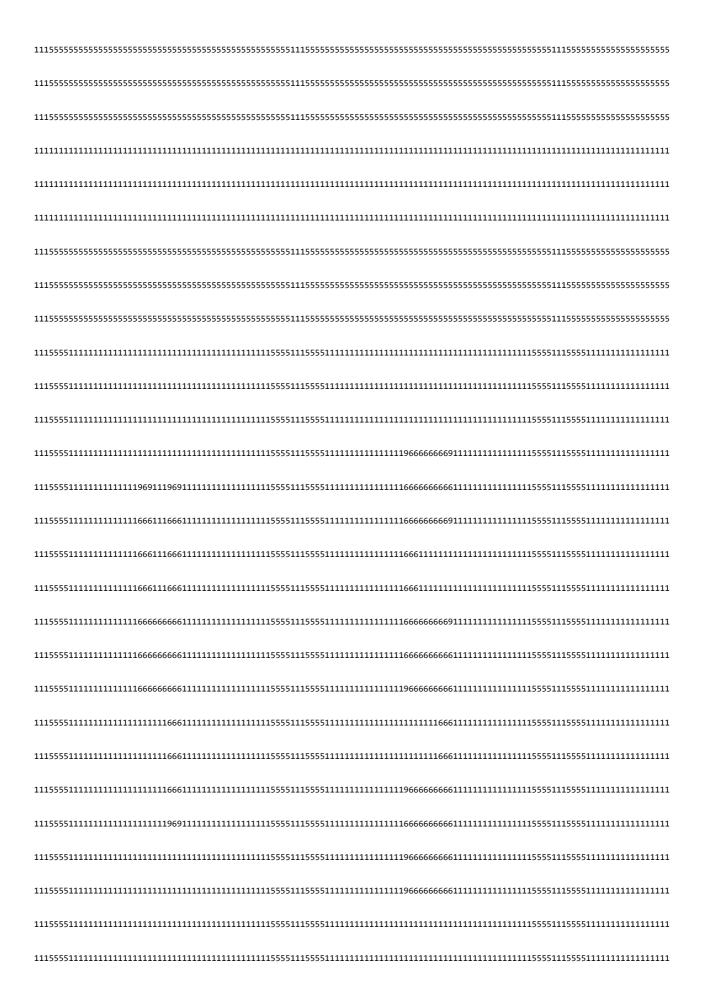
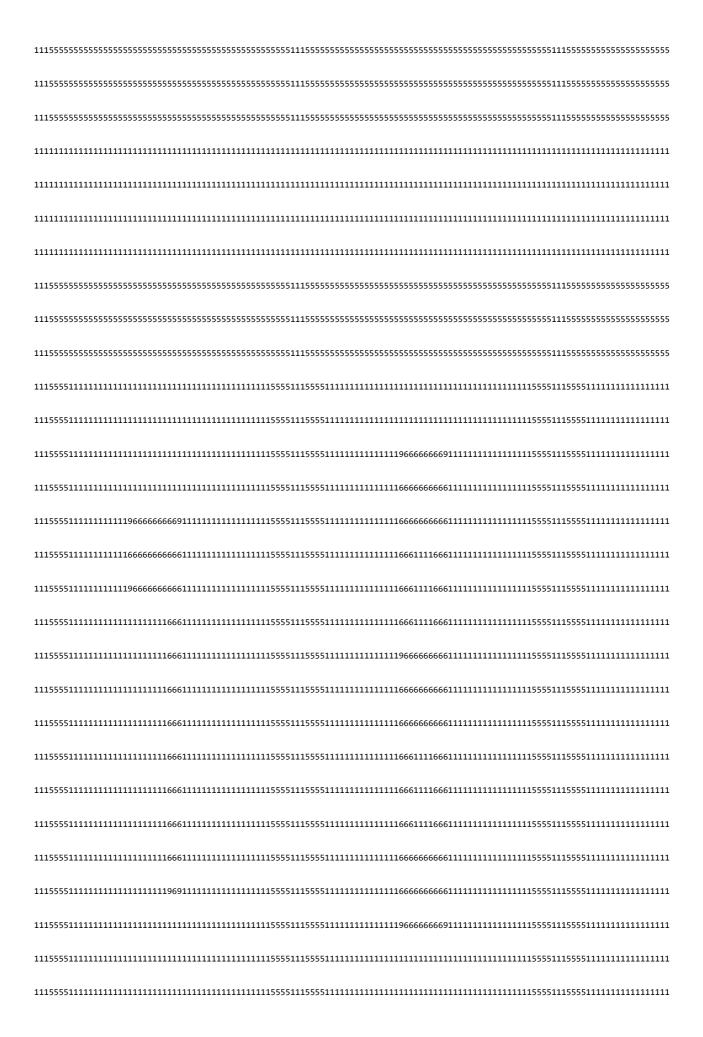
## Reborn









```
`)
class calculator
 event: string[]
 round: number
  constructor()
   this.event = []
   this.round = 0
 main(temp: string)
   this.expression(temp)
  expression(temp: string)
   this.event.push(temp)
   this.round += 1
   if(this.round == 3)
   {
     this.round = 1
     let result = this.calculate(this.event[1], this.event[0], this.event[2])
     this.event = []
     this.event.push(result.toString())
 }
 calculate(op:string, X:string, Y:string)
   let x = parseInt(X)
   let y = parseInt(Y)
   let cal = 0
   if(op == "+")
   {
     cal = x + y
   else if(op == "-")
     cal = x - y
   else if(op == "*")
     cal = x * y
   else if(op == "/")
   {
     cal = x / y
   return cal
 }
let obj = new calculator()
obj.main("100")
obj.main("+")
obj.main("12")
mouse.click(MouseButton.Left)
```

mouse.move(50, 50)

## **Extensions**

- color, \*
- mouse, \*
- keyboard, \*
- Color Fading, github:jwunderl/pxt-color#v0.1.3