<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>Simple Calculator</title>

  <style>

    /\* Style for the entire body, centering the calculator \*/

    body {

      font-family: Arial, sans-serif;

      display: flex;

      justify-content: center;

      align-items: center;

      height: 100vh;

      background-color: #f0f0f0;

    }

    /\* Style for the calculator container \*/

    .calculator {

      background-color: white;

      padding: 20px;

      border-radius: 10px;

      box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);

    }

    /\* Style for the display area \*/

    .display {

      width: 160px;

      height: 40px;

      text-align: right;

      margin-bottom: 10px;

      font-size: 1.5em;

      padding: 5px;

    }

    /\* Grid layout for the calculator buttons \*/

    .buttons {

      display: grid;

      grid-template-columns: repeat(4, 40px);

      gap: 10px;

    }

    /\* Style for the buttons \*/

    .buttons button {

      width: 40px;

      height: 40px;

      font-size: 1.2em;

      border: none;

      background-color: #4CAF50;

      color: white;

      border-radius: 5px;

      cursor: pointer;

    }

    /\* Hover effect for the buttons \*/

    .buttons button:hover {

      background-color: #45a049;

    }

    /\* Special style for the equals button \*/

    .buttons .equals {

      grid-column: span 2; /\* Spans over 2 columns \*/

      background-color: #2196F3;

    }

    /\* Hover effect for the equals button \*/

    .buttons .equals:hover {

      background-color: #0b7dda;

    }

  </style>

</head>

<body>

  <div class="calculator">

    <!-- Input field to display the calculator results -->

    <input type="text" class="display" id="display" disabled>

    <!-- Calculator buttons laid out in a grid -->

    <div class="buttons">

      <button onclick="appendNumber('1')">1</button>

      <button onclick="appendNumber('2')">2</button>

      <button onclick="appendNumber('3')">3</button>

      <button onclick="setOperator('+')">+</button>

      <button onclick="appendNumber('4')">4</button>

      <button onclick="appendNumber('5')">5</button>

      <button onclick="appendNumber('6')">6</button>

      <button onclick="setOperator('-')">-</button>

      <button onclick="appendNumber('7')">7</button>

      <button onclick="appendNumber('8')">8</button>

      <button onclick="appendNumber('9')">9</button>

      <button onclick="setOperator('\*')">\*</button>

      <button onclick="clearDisplay()">C</button>

      <button onclick="appendNumber('0')">0</button>

      <button onclick="calculate()" class="equals">=</button>

      <button onclick="setOperator('/')">/</button>

    </div>

  </div>

  <script>

    /\* Variables to store current input, previous input, and operator \*/

    let currentInput = '';

    let operator = '';

    let previousInput = '';

    /\* Function to append numbers to the current input \*/

    function appendNumber(number) {

      currentInput += number; // Append the clicked number to current input

      document.getElementById('display').value = currentInput; // Update the display

    }

    /\* Function to set the operator and prepare for the next input \*/

    function setOperator(op) {

      operator = op; // Store the chosen operator

      previousInput = currentInput; // Store the current input as previous

      currentInput = ''; // Clear the current input for the next number

    }

    /\* Function to perform the calculation based on the operator \*/

    function calculate() {

      let result;

      // Perform the appropriate operation based on the operator

      if (operator === '+') {

        result = parseFloat(previousInput) + parseFloat(currentInput);

      } else if (operator === '-') {

        result = parseFloat(previousInput) - parseFloat(currentInput);

      } else if (operator === '\*') {

        result = parseFloat(previousInput) \* parseFloat(currentInput);

      } else if (operator === '/') {

        result = parseFloat(previousInput) / parseFloat(currentInput);

      }

      document.getElementById('display').value = result; // Display the result

      currentInput = result.toString(); // Store the result as the new current input

      operator = ''; // Reset the operator

    }

    /\* Function to clear the display and reset the calculator \*/

    function clearDisplay() {

      currentInput = '';

      previousInput = '';

      operator = '';

      document.getElementById('display').value = ''; // Clear the display

    }

  </script>

</body>

</html>

Expl

OUTPUT: ADD

 

