SOC-Memory Game using HTML

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Week 3

Making of Calculator

1   Introduction :

Firstly I have created a div with a class calculator So that the entire thing or the changes we make will be stored in it.

Second, I created a div with class bigbox inside the calculator box so that the button we create will be tightly bound.

The CSS property display: flex enables a flexbox layout on an element. This layout model provides a more efficient way to lay out, align, and distribute space among items within a container, even when their size is unknown or dynamic.

The CSS property justify-content: center aligns flex items along the main axis (the primary axis of the flex container). When applied, it centers the items within the flex container, distributing any extra space evenly on either side of the items.

The CSS property grid-column: span 2; is used in the context of a CSS Grid layout. It specifies that the grid item should span across 2 columns of the grid. When we click on the 'AC' button it should clear everything on the screen, for that we have to do,

if(textButton === 'AC'){

display.textContent = ";

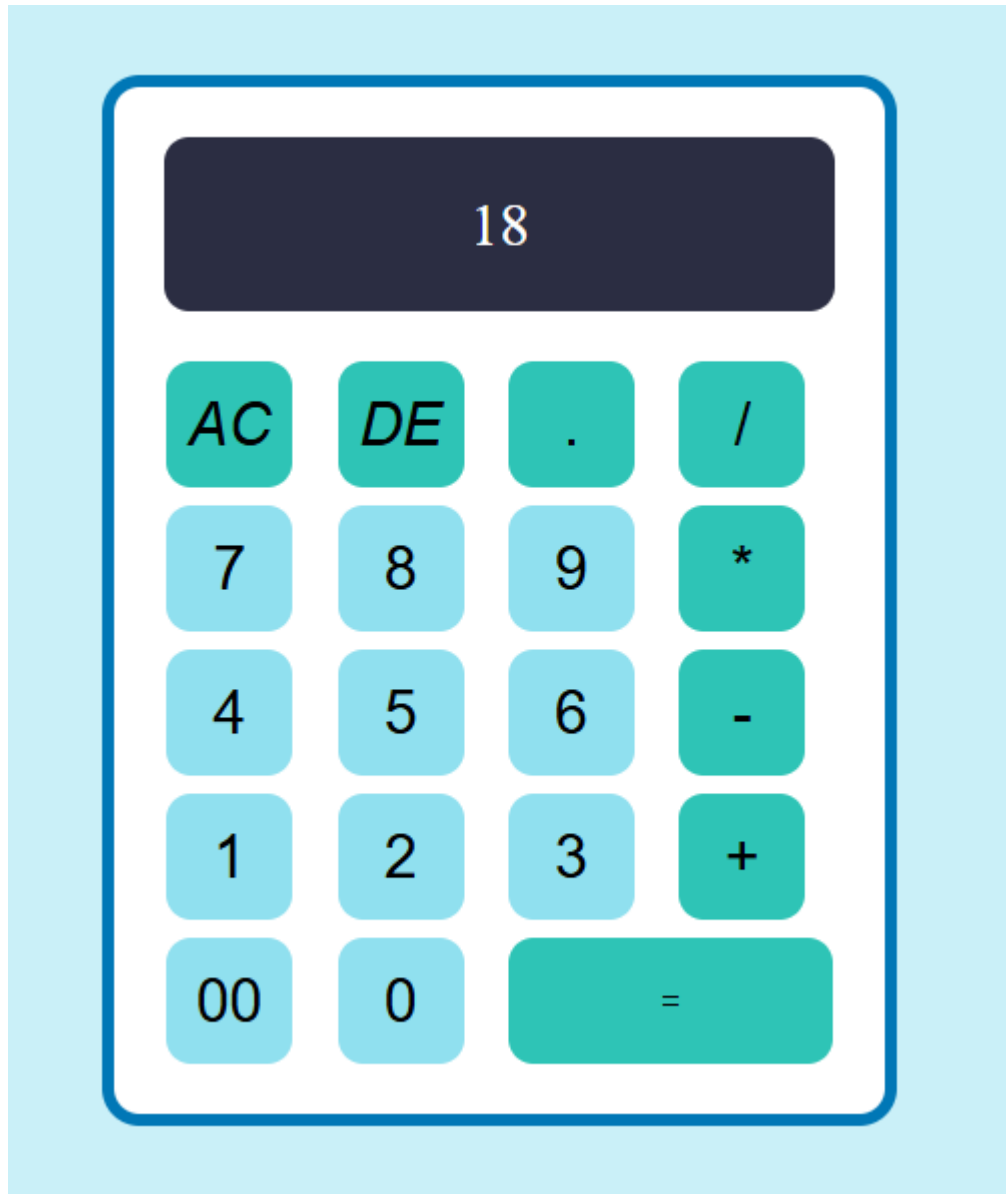Figure 1: My Calculator

}

When we click on 'DE' button, it should delete the last entered text, for that we have to do,

else if(textButton === 'DE'){

display.textContent = display.textContent.slice(0,-1);

}

Eval(): The eval() function evaluates a string of JavaScript code and executes it.

To know how the numbers concatenate we have to do,

if(lastClicked && !isNaN(textButton)){

display.textContent = textButton;

} else{

display.textContent += textButton;

}