

DEVESH GUPTA

MCA (1st Year, 1st Sem)

ROLL NO.: 22MCF1R18

(Computer Game Development and Animation)

Assignment- 02

Description:

- Create a Design for *Calculator* with some Features Like Addition, Subtraction and Multiplication only
- Calculator Background must be Pink Colour

Project Title: Let's Calculate

Tech Used: HTML, CSS & Java Script

< CODE Files >

index.html FileCode

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
  <link rel="stylesheet" href="style.css">
  <title>Calculator Using HTML CSS & JS</title>
</head>
<body>
  <div class="container">
    <h1>LET'S CALCULATE</h1>
    <div class="calculator"> <br>
      <input type="text" name="screen" id="screen" placeholder="Start</pre>
Calculating" readonly maxlength=20>
      <button class = "special"><b>C</b></button>
```

style.css FileCode

```
.container {
    text-align: center;
    margin-top: 40px
table {
    margin: auto;
    /*padding: 25px; */
    margin-top: 40px;
input {
    border-radius: 21px;
    border: 5px solid #244624;
    font-size: 34px;
    margin-top: 15px;
    height: 65px;
    width: 456px;
button {
    border-radius: 20px;
    font-size: 40px;
    background: #33f3c3;
    width: 102px;
    height: 90px;
    margin: 6px;
.special {
    border-radius: 20px;
```

```
font-size: 40px;
    background: #ed0909;
    font-style: oblique;
    width: 240px;
    height: 90px;
    margin: 6px;
calculator {
    display: inline-block;
    border-radius: 20px;
    padding: 40px;
    width: 256;
    border: 3px solid rgb(23, 20, 20);
    box-shadow: 8px 8px 5px #444;
    padding: 8px 12px;
    background-color: rgb(239, 18, 232);
h1 {
    font-size: 50px;
    background-color: aqua;
    font-family: 'Courier New', Courier, monospace;
.footer {
    background-color: aqua;
    padding-top: 3px;
    padding-bottom: 3px;
```

index.js FileCode

```
let screen = document.getElementById('screen');
buttons = document.querySelectorAll('button');
let screenValue = '';
for (item of buttons) {
   item.addEventListener('click', (e) => {
      buttonText = e.target.innerText;
      console.log('Button text is ', buttonText);
      if (buttonText == 'X') {
        buttonText = '*';
        screenValue += buttonText;
        screen.value = screenValue;
   }
```

```
else if (buttonText == 'C') {
        screenValue = "";
        screen.value = screenValue;
}
else if (buttonText == '=') {
        screen.value = eval(screenValue);
}
else {
        screenValue += buttonText;
        screen.value = screenValue;
}
})
})
```