****

**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 Calculating" readonly maxlength=20>

            <table>

                <tr>

                    <td><button>(</button></td>

                    <td><button>)</button></td>

                    <td colspan="2"><button class = "special"><b>C</b></button></td>

                </tr>

                <tr>

                    <td><button>7</button></td>

                    <td><button>8</button></td>

                    <td><button>9</button></td>

                    <td><button>X</button></td>

                </tr>

                <tr>

                    <td><button>4</button></td>

                    <td><button>5</button></td>

                    <td><button>6</button></td>

                    <td><button>-</button></td>

                </tr>

                <tr>

                    <td><button>1</button></td>

                    <td><button>2</button></td>

                    <td><button>3</button></td>

                    <td><button>+</button></td>

                </tr>

                <tr>

                    <td><button>0</button></td>

                    <td><button>.</button></td>

                    <td colspan="2"><button class = "special"><b>=</b></button></td>

                </tr>

            </table>

        </div>

        <footer class = "footer">  <h3 > Made with love ❤ by Devesh Gupta</h3>

         </footer>

    </div>

</body>

<script src="index.js"></script>

</html>

**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;

        }

    })

}