<!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</title>

</head>

<body>

<div class="container">

<h1>< Calculator ></h1>

<div class="calculator">

<input type="text" name="screen" id="screen">

<table>

<tr>

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

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

<td><button>C</button></td>

<td><button>%</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><button>/</button></td>

<td><button>=</button></td>

</tr>

</table>

</div>

</div>

</body>

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

</html>

css:

\*{

margin: 0;

padding: 0;

box-sizing: border-box;

font-family: 'Poppins', sans-serif;

}

.container{

text-align: center;

margin-top: 10px;

}

table{

margin: auto;

}

input{

border-radius: 10px;

border: 2px solid #244624;

font-size:34px;

height: 65px;

width: 450px;

padding: 10px;

margin-bottom: 25px;

}

button{

border-radius: 5px;

font-size: 40px;

font-weight: 500;

background: #bda1dd;

width: 102px;

height: 90px;

margin: 6px;

}

button:hover{

background: #8a5fba;

width: 101px;

height: 88px;

font-weight: 550;

}

.calculator{

border: 2px solid #0f0f0f;

background-color: #310957;

padding: 23px;

border-radius: 30px;

display: inline-block;

}

js:

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;

     }

    })

}