**MAJOR PROJECT-1**

**CALCULATOR**

**HTML CODE**

<!DOCTYPE html>

<html lang="en" <head>

<meta charset="UTF-8" <meta name="viewport" content="width=device-width,initial-scale=1.0">

<meta http-equive="X-UA-Compatible" content="ie=edge">

<link rel="stylesheet" href="style.css">

<title>Calculator</title>

</head>

<body>

<Div class="container">

<h1>CASIO</h1>

<div class="calculator">

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

<table>

<tr>

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

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

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

</tr>

<tr>

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

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

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

<td><button>\*</button></td>

</tr>

</table>

</div>

</Div>

</body>

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

</head>

**CSS CODE**

.container {

text-align: center;

margin-top: 23px;

}

table {

margin:auto;

}

input{

border-radius: 21px;

border: 5px solid #244624;

font-size: 34px;

height: 65px;

width: 456px;

}

button {

border-radius: 20px;

font-size: 40px;

background: #f2f0f5;

width: 102px;

height: 90px;

margin: 6px;

}

.calculator {

border: 4px solid #13695d;

background-color: hsl(300, 8%, 3%);

padding: 23px;

border-radius: 53px;

display: inline-block;

}

**JSS CODE**

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 == '\*') {

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;

}

})

}