LEVEL 1 TASK 3 CALCULATOR

Code:

```
<!DOCTYPE html>
<html>
<head>
    <title>JavaScript Calculator</title>
    <script src="https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.js"</pre>
         integrity="sha512-
BbVEDjbqdN3Eow8+empLMrJlxXRj5nEitiCAK5A1pUr66+jLVejo3PmjIaucR
njlB0P9R3rBUs3g5jXc8ti+fQ=="
         crossorigin="anonymous" referrerpolicy="no-referrer"></script>
    <script
src="https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.min.js"
         integrity="sha512-
iphNRh6dPbeuPGIrQbCdbBF/qcqadKWLa35YPVfMZMHBSI6PLJh1om2xCT
WhpVpmUyb4IvVS9iYnnYMkleVXLA=="
         crossorigin="anonymous" referrerpolicy="no-referrer"></script>
    <!-- For styling -->
    <style>
         table {
             border: 1px solid black;
             margin-left: auto;
             margin-right: auto;
```

```
input[type="button"] {
              width: 100%;
              padding: 20px 40px;
              background-color: yellow;
              color: black;
              font-size: 24px;
              font-weight: bold;
              border: none;
              border-radius: 100%;
         }
         input[type="text"] {
              padding: 20px 30px;
              font-size: 24px;
              font-weight: bold;
              border: none;
              border-radius: 5px;
              border: 2px solid black;
    </style>
</head>
<body>
    <!-- Use Table to Create Calculator Structure Design -->
```

```
>
        <input type="text" id="result">
        <input type="button"
value="c" onclick="clr()" /> 
     <input
type="button" value="1" onclick="dis('1')"
              onkeydown="myFunction(event)"> 
        <input
type="button" value="2" onclick="dis('2')"
              onkeydown="myFunction(event)"> 
        <input
type="button" value="3" onclick="dis('3')"
              onkeydown="myFunction(event)"> 
        <input type="button"
value="/" onclick="dis('/')"
              onkeydown="myFunction(event)"> 
     <input
type="button" value="4" onclick="dis('4')"
              onkeydown="myFunction(event)"> 
        <input
type="button" value="5" onclick="dis('5')"
              onkeydown="myFunction(event)"> 
        <input
type="button" value="6" onclick="dis('6')"
              onkeydown="myFunction(event)">
```

```
<input type="button"
value="" onclick="dis(")"
                onkeydown="myFunction(event)"> 
      <input
type="button" value="7" onclick="dis('7')"
                onkeydown="myFunction(event)"> 
         <input
type="button" value="8" onclick="dis('8')"
                onkeydown="myFunction(event)"> 
         <input
type="button" value="9" onclick="dis('9')"
                onkeydown="myFunction(event)"> 
         <input type="button"
value="-" onclick="dis('-')"
                onkeydown="myFunction(event)"> 
      <input type="button" value="." onclick="dis('.')"
onkeydown="myFunction(event)"> 
         <input
type="button" value="0" onclick="dis('0')"
                onkeydown="myFunction(event)"> 
         <!-- solve function call function solve to evaluate value -->
         <input type="button" value="=" onclick="solve()"> 
         <input type="button"
value="+" onclick="dis('+')"
```

```
onkeydown="myFunction(event)"> 
    <script>
    // Function that display value
    function dis(val) {
         document.getElementById("result").value += val
     }
    function myFunction(event) {
         if (event.key == '0' || event.key == '1'
              || event.key == '2' || event.key == '3'
              || event.key == '4' || event.key == '5'
              || event.key == '6' || event.key == '7'
              || event.key == '8' || event.key == '9'
              || event.key == '+' || event.key == '-'
              \parallel event.key == '*' \parallel event.key == '/')
              document.getElementById("result").value += event.key;
    var cal = document.getElementById("calcu");
    cal.onkeyup = function (event) {
         if (event.keyCode === 13) {
              console.log("Enter");
              let x = document.getElementById("result").value
```

```
console.log(x);
                   solve();
          }
         // Function that evaluates the digit and return result
          function solve() {
               let x = document.getElementById("result").value
               let y = math.evaluate(x)
               document.getElementById("result").value = y
          }
         // Function that clear the display
         function clr() {
               document.getElementById("result").value = ""
    </script>
</body>
</html>
```