Calculator

Code:

<!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">

<title>Calculator</title>

<style>

body{

margin-left: 40%;

margin-top: 10%;

}

table{

width: 300px;

height: 500px;

}

#display{

text-align: right;

box-shadow: 1px 2px 4px rgba(0, 0, 0, .5);

margin-left: 10px;

width: 90%;

height: 40px;

font-size:15px ;

}

#one{

height: 1cm;

width: 1.5cm;

margin-right: 0.5cm;

margin-bottom: 0.25cm;

color: white;

background-color: tomato;

border-radius: 35%;

box-shadow: 1px 2px 4px rgba(0, 0, 0, .5);

}

</style>

</head>

<body>

<table border="1" >

<tr >

<td colspan="3">

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

</td>

<td><input id ="one" type="button" onclick="document.getElementById('display').value=''" value="Reset">

</td>

</tr>

<tr>

<td><input id ="one" type="button" name="one" value="1" onclick="one();"></td>

<td><input id ="one" type="button" name="one" value="2" onclick="two();"></td>

<td><input id ="one" type="button" name="one" value="3" onclick="three();"></td>

<td><input id ="one" type="button" name="plus" value="+" onclick="add();"></td>

</tr>

<tr>

<td><input id ="one" type="button" name="one" value="4" onclick="four();"></td>

<td><input id ="one" type="button" name="one" value="5" onclick="five();"></td>

<td><input id ="one" type="button" name="one" value="6" onclick="six();"></td>

<td><input id ="one" type="button" name="plus" value="-" onclick="sub();"></td>

</tr>

<tr>

<td><input id ="one" type="button" name="one" value="7" onclick="seven();"></td>

<td><input id ="one" type="button" name="one" value="8" onclick="eight();"></td>

<td><input id ="one" type="button" name="one" value="9" onclick="nine();"></td>

<td><input id ="one" type="button" name="plus" value="\*" onclick="mul();"></td>

</tr>

<tr>

<td><input id ="one" type="button" name="one" value="." onclick="dot();"></td>

<td><input id ="one" type="button" name="one" value="0" onclick="zero();"></td>

<td><input id ="one" type="button" name="one" value="=" onclick="equal();"></td>

<td><input id ="one" type="button" name="plus" value="/" onclick="div();"></td>

</tr>

<script>

var disp=document.getElementById('display');

var op;

var fval;

var sval;

var clear=false;

function one() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'1';

}

function two() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'2';

}

function three() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'3';

}

function four() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'4';

}

function five() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'5';

}

function six() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'6';

}

function seven() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'7';

}

function eight() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'8';

}

function nine() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'9';

}

function zero() {

if (clear) {disp.value=""; clear=false;}

disp.value=disp.value+'0';

}

function add() {

fval=disp.value;

op=1;

disp.value="";

}

function sub() {

fval=disp.value;

op=2;

disp.value="";

}

function mul() {

fval=disp.value;

op=3;

disp.value="";

}

function div() {

fval=disp.value;

op=4;

disp.value="";

}

function equal() {

sval=disp.value;

fval=parseInt(fval);

sval=parseInt(sval);

if (op==1){

disp.value=(fval+sval);

}

else if (op==2){

disp.value=(fval-sval);

}

else if (op==3){

disp.value=(fval\*sval);

}

else {

disp.value=(fval/sval);

}

clear=true;

}

</script>

</table>

</body>

</html>

Output:

