**Project : Calculator**

<!DOCTYPE html>

<html>

<head>

 <script src=

"https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.js"

  integrity=

"sha512-BbVEDjbqdN3Eow8+empLMrJlxXRj5nEitiCAK5A1pUr66+jLVejo3PmjIaucRnjlB0P9R3rBUs3g5jXc8ti+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/qcqadKWLa35YPVfMZMHBSI6PLJh1om2xCTWhpVpmUyb4IvVS9iYnnYMkleVXLA=="

  crossorigin="anonymous"

  referrerpolicy="no-referrer">

</script>

<center><h1>CALCULATOR</h1></center><br><br>

 <style>

    h1{

        color:rgb(201, 245, 4);

    }

    body {

    background-image: url('https://www.arcskill.com/v2/static/images/courses/1600615157\_-\_15662987917405d5bba57cff47e0001dc709fmaths-ftr.jpg');

    background-size: cover;

    background-color: white;

    box-sizing: initial;

}

  table {

   border: 10px solid black;

   margin-left: auto;

   margin-right: auto;

  }

  input[type="button"] {

   width: 100%;

   padding: 20px 40px;

   background-color: grey;

   color: white;

   font-size: 24px;

   font-weight: bold;

   border: none;

   border-radius: 5px;

  }

  input[type="text"] {

   padding: 20px 30px;

   font-size: 24px;

   font-weight: bold;

   border: none;

   border-radius: 5px;

   border: 2px solid grey;

  }

 </style>

</head>

<body>

 <table id="calcu">

  <tr>

   <td colspan="3"><input type="text" id="result"></td>

   <td><input type="button" value="c" onclick="clr()" /> </td>

  </tr>

  <tr>

   <td><input type="button" value="1" onclick="dis('1')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="2" onclick="dis('2')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="3" onclick="dis('3')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="/" onclick="dis('/')"

      onkeydown="myFunction(event)"> </td>

  </tr>

  <tr>

   <td><input type="button" value="4" onclick="dis('4')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="5" onclick="dis('5')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="6" onclick="dis('6')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="\*" onclick="dis('\*')"

      onkeydown="myFunction(event)"> </td>

  </tr>

  <tr>

   <td><input type="button" value="7" onclick="dis('7')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="8" onclick="dis('8')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="9" onclick="dis('9')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="-" onclick="dis('-')"

      onkeydown="myFunction(event)"> </td>

  </tr>

  <tr>

   <td><input type="button" value="0" onclick="dis('0')"

      onkeydown="myFunction(event)"> </td>

   <td><input type="button" value="." onclick="dis('.')"

      onkeydown="myFunction(event)"> </td>

   <!-- solve function call function solve to evaluate value -->

   <td><input type="button" value="=" onclick="solve()"> </td>

   <td><input type="button" value="+" onclick="dis('+')"

      onkeydown="myFunction(event)"> </td>

  </tr>

 </table>

 <script>

  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 == '-'

    || event.key == '\*' || 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 solve() {

   let x = document.getElementById("result").value

   let y = math.evaluate(x)

   document.getElementById("result").value = y

  }

  function clr() {

   document.getElementById("result").value = ""

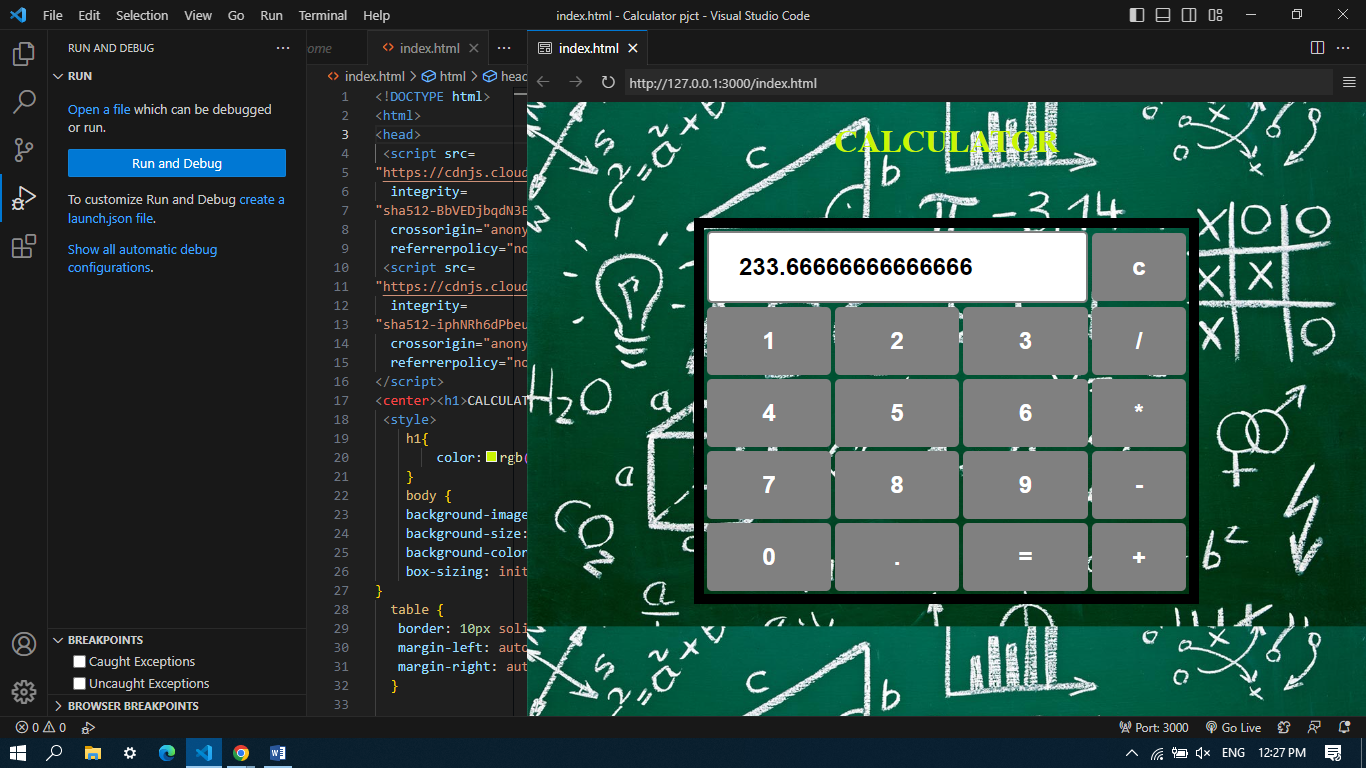
  }

 </script>

</body>

</html>

**Output :**

****