

# Online calculator Javascript

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GitHub Link

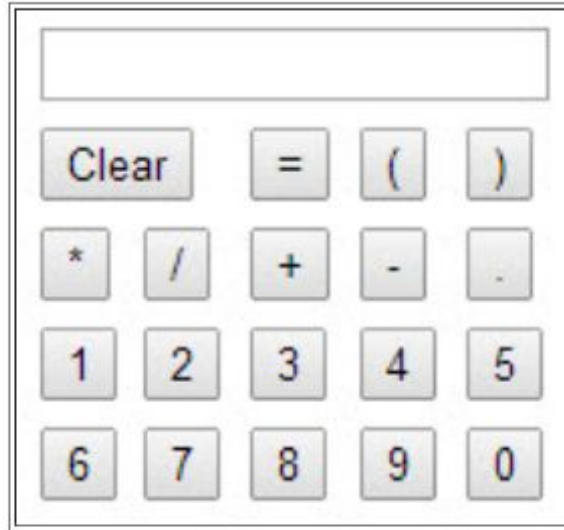


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# Layout Design

In this step the goal is to create the calculator layout




# Code implementation for layout design

**<body>**

**<table border="1" cellspacing= 1 cellpadding=1>**

**<tr>**

**<th colspan=5 rowspan=1><input type=text id=screen></th>**  **The screen of the layout**

**</tr>**

**<tr>**

**<!-- clr() function will call clr to clear all value -->**

**<th colspan=2 rowspan=1><input type="button" value="clear" onclick="clr()"> </th>**

**<!-- solve() function will call solve to evaluate value -->**

**<th colspan=1 rowspan=1><input type="button" value="=" onclick="solve()"> </th>**

**<!-- dis() will call function dis to display value -->**

**<th colspan=1 rowspan=1><input type="button" value="(" onclick="dis('(')"> </th>**

**<th colspan=1 rowspan=1><input type="button" value=")" onclick="dis(')'"> </th>**

**</tr>**

**First row of  
the layout**

```
<tr>
```

```
<!-- creating buttons and assign value to each button -->
```

```
<th colspan=1 rowspan=1><input type="button" value="*" onclick="dis('*')"> </th>
```

```
<th colspan=1 rowspan=1><input type="button" value="/" onclick="dis('/')"> </th>
```

```
<th colspan=1 rowspan=1><input type="button" value="+" onclick="dis('+')"> </th>
```

```
<th colspan=1 rowspan=1><input type="button" value="-" onclick="dis('-')"> </th>
```

```
<th colspan=1 rowspan=1><input type="button" value="." onclick="dis('.')"> </th>
```

```
</tr>
```

**Second row of  
the layout**

```
<tr>
```

```
  <th colspan=1 rowspan=1><input type="button" value="1" onclick="dis('1')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="2" onclick="dis('2')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="3" onclick="dis('3')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="4" onclick="dis('4')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="5" onclick="dis('5')"> </th>
```

```
</tr>
```

```
<tr>
```

```
  <th colspan=1 rowspan=1><input type="button" value="6" onclick="dis('6')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="7" onclick="dis('7')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="8" onclick="dis('8')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="9" onclick="dis('9')"> </th>
```

```
  <th colspan=1 rowspan=1><input type="button" value="0" onclick="dis('0')"> </th>
```

```
</tr>
```

```
</table>
```

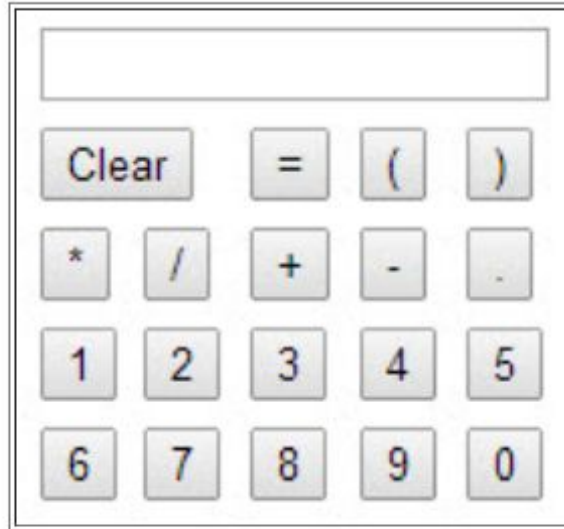
```
</body>
```

**Third row of  
the layout**

**Fourth row of  
the layout**

# Computation

In this step the goal is to create a function for math operation on input values



```
<head>
  <script>
    //function that display value
    function dis(val)
    {
      document.getElementById("screen").value+=val
    }

    //function that evaluates the digit and return
    result
    function solve()
    {
      let x = document.getElementById("screen").value
      let y = eval(x)
      document.getElementById("screen").value = y
    }

    //function that clear the display
    function clr()
    {
      document.getElementById("screen").value = ""
    }
  </script>
</head>
```



# Result

```
1 <html>
2 <head>
3 <script>
4 //function that display value
5 function dis(val)
6 {
7     document.getElementById("screen").value+=val
8 }
9
10 //function that evaluates the digit and return result
11 function solve()
12 {
13     let x = document.getElementById("screen").value
14     let y = eval(x)
15     document.getElementById("screen").value = y
16 }
17
18 //function that clear the display
19 function clr()
20 {
21     document.getElementById("screen").value = ""
22 }
23 </script>
24 </head>
25 <!-- creating table -->
26 <body>
27 <table border="1" cellspacing= 1 cellpadding=1>
28 <tr>
```

2*4				
clear	=	(	)	
*	/	+	-	.
1	2	3	4	5
6	7	8	9	0

```

1 <html>
2   <head>
3     <script>
4       //function that display value
5       function dis(val)
6       {
7         document.getElementById("screen").value+=val
8       }
9
10      //function that evaluates the digit and return result
11      function solve()
12      {
13        let x = document.getElementById("screen").value
14        let y = eval(x)
15        document.getElementById("screen").value = y
16      }
17
18      //function that clear the display
19      function clr()
20      {
21        document.getElementById("screen").value = ""
22      }
23    </script>
24  </head>
25  <!-- creating table -->
26  <body>
27    <table border="1" cellspacing= 1 cellpadding=1>
28      <tr>

```

8				
clear	=	(	)	
*	/	+	-	.
1	2	3	4	5
6	7	8	9	0

```

28 </td>
29 <td colspan=5 rowspan=1><input type=text id=screen></td>
30 </tr>
31
32 <tr>
33 <!-- clr() function will call clr to clear all value -->
34 <th colspan=2 rowspan=1><input type="button" value="clear" onclick="clr()"> </th>
35 <!-- solve() function will call solve to evaluate value -->
36 <th colspan=1 rowspan=1><input type="button" value="=" onclick="solve()"> </th>
37 <!-- dis() will call function dis to display value -->
38 <th colspan=1 rowspan=1><input type="button" value="(" onclick="dis('(')"> </th>
39 <th colspan=1 rowspan=1><input type="button" value=")" onclick="dis(')'"> </th>
40 </tr>
41
42 <tr>
43 <!-- creating buttons and assign value to each button -->
44 <th colspan=1 rowspan=1><input type="button" value="*" onclick="dis('*'"> </th>
45 <th colspan=1 rowspan=1><input type="button" value="/" onclick="dis('/'"> </th>
46 <th colspan=1 rowspan=1><input type="button" value="+" onclick="dis('+'"> </th>
47 <th colspan=1 rowspan=1><input type="button" value="-" onclick="dis('-'"> </th>
48 <th colspan=1 rowspan=1><input type="button" value="." onclick="dis('.')'"> </th>
49 </tr>
50
51 <tr>
52 <th colspan=1 rowspan=1><input type="button" value="1" onclick="dis('1'"> </th>
53 <th colspan=1 rowspan=1><input type="button" value="2" onclick="dis('2'"> </th>
54 <th colspan=1 rowspan=1><input type="button" value="3" onclick="dis('3'"> </th>
55 <th colspan=1 rowspan=1><input type="button" value="4" onclick="dis('4'"> </th>
56 <th colspan=1 rowspan=1><input type="button" value="5" onclick="dis('5'"> </th>

```

(72-32)/2				
clear	=	(	)	
*	/	+	-	.
1	2	3	4	5
6	7	8	9	0

```
42 <tr>
43   <!-- creating buttons and assign value to each button -->
44   <th colspan=1 rowspan=1><input type="button" value="*" onclick="dis('*')"> </th>
45   <th colspan=1 rowspan=1><input type="button" value="/" onclick="dis('/')"> </th>
46   <th colspan=1 rowspan=1><input type="button" value="+" onclick="dis('+')"> </th>
47   <th colspan=1 rowspan=1><input type="button" value="-" onclick="dis('-')"> </th>
48   <th colspan=1 rowspan=1><input type="button" value="." onclick="dis('.')"> </th>
49 </tr>
50
51 <tr>
52   <th colspan=1 rowspan=1><input type="button" value="1" onclick="dis('1')"> </th>
53   <th colspan=1 rowspan=1><input type="button" value="2" onclick="dis('2')"> </th>
54   <th colspan=1 rowspan=1><input type="button" value="3" onclick="dis('3')"> </th>
55   <th colspan=1 rowspan=1><input type="button" value="4" onclick="dis('4')"> </th>
56   <th colspan=1 rowspan=1><input type="button" value="5" onclick="dis('5')"> </th>
57 </tr>
58
59 <tr>
60   <th colspan=1 rowspan=1><input type="button" value="6" onclick="dis('6')"> </th>
61   <th colspan=1 rowspan=1><input type="button" value="7" onclick="dis('7')"> </th>
62   <th colspan=1 rowspan=1><input type="button" value="8" onclick="dis('8')"> </th>
63   <th colspan=1 rowspan=1><input type="button" value="9" onclick="dis('9')"> </th>
64   <th colspan=1 rowspan=1><input type="button" value="0" onclick="dis('0')"> </th>
65 </tr>
66
67 </table>
68 </body>
69 </html>
```

20

clear

=

(

)

\*

/

+

-

.

1

2

3

4

5

6

7

8

9

0