**Calculator Report**

This report provides an overview of my second

project(INTERMEDIATE) i.e. a simple calculator made with HTML ,

CSS and JavaScript. It includes the code structure, styling and

functions used to formulate the calculator.

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**1.Introduction**

* Project overview: briefly describe the usage of the calculator

• Technologies used: HTML, CSS and JavaScript

**2.HTML structure**

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

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

    <title>iPhone Style Calculator</title>

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

</head>

<body>

    <div class="calculator">

        <div class="display" id="display">0</div>

        <div class="buttons">

            <button onclick="clearDisplay()" class="button special">AC</button>

            <button onclick="input('%')" class="button special">%</button>

            <button onclick="deleteLast()" class="button special">⌫</button>

            <button onclick="input('/')" class="button operator">÷</button>

            <button onclick="input('7')" class="button">7</button>

            <button onclick="input('8')" class="button">8</button>

            <button onclick="input('9')" class="button">9</button>

            <button onclick="input('\*')" class="button operator">×</button>

            <button onclick="input('4')" class="button">4</button>

            <button onclick="input('5')" class="button">5</button>

            <button onclick="input('6')" class="button">6</button>

            <button onclick="input('-')" class="button operator">−</button>

            <button onclick="input('1')" class="button">1</button>

            <button onclick="input('2')" class="button">2</button>

            <button onclick="input('3')" class="button">3</button>

            <button onclick="input('+')" class="button operator">+</button>

            <button onclick="input('0')" class="button zero">0</button>

            <button onclick="input('.')" class="button">.</button>

            <button onclick="calculate()" class="button operator">=</button>

        </div>

    </div>

    <script src="script.js"></script>

</body>

</html>

**3 CSS style**

\* {

    box-sizing: border-box;

    margin: 0;

    padding: 0;

    font-family: Arial, sans-serif;

}

html, body {

    height: 100%;

}

body {

    display: flex;

    justify-content: center;

    align-items: flex-start;

    background-color: #222;

    padding: 10px;

    margin: 0;

}

.calculator {

    display: flex;

    flex-direction: column;

    height: calc(100vh - 20px);

    width: 100%;

    max-width: 500px;

    border-radius: 20px;

    overflow: hidden;

    box-shadow: 0 4px 12px rgba(0, 0, 0, 0.3);

}

.display {

    background-color: #252525;

    color: #f1f1f1;

    font-size: 2.5em;

    text-align: right;

    padding: 20px;

    word-wrap: break-word;

    height: 20%;

}

.buttons {

    display: grid;

    grid-template-columns: repeat(4, 1fr);

    gap: 1px;

    flex-grow: 1;

}

.button {

    font-size: 1.5em;

    padding: 20px;

    text-align: center;

    background-color: #333;

    color: white;

    border: none;

    cursor: pointer;

    transition: background 0.3s;

}

.button.special {

    background-color: #4a4a4a;

}

.button.operator {

    background-color: #2d89ef;

}

.button.zero {

    grid-column: span 2;

}

.button:active {

    background-color: #555;

}

.button:hover {

    background-color: #444;

}

**Script.js**

let display = document.getElementById("display");

let currentInput = "0";

let isNewInput = true;

function input(value) {

    if (isNewInput) {

        currentInput = value;

        isNewInput = false;

    } else {

        currentInput += value;

    }

    updateDisplay();

}

function clearDisplay() {

    currentInput = "0";

    isNewInput = true;

    updateDisplay();

}

function deleteLast() {

    currentInput = currentInput.slice(0, -1) || "0";

    updateDisplay();

}

function calculate() {

    try {

        currentInput = eval(currentInput).toString();

    } catch {

        currentInput = "Error";

    }

    isNewInput = true;

    updateDisplay();

}

function updateDisplay() {

    display.textContent = currentInput;

}

A screenshot of a calculator

Description automatically generated