

```
<html>

<head>
  <title>JavaScript Calculator</title>
  <script src=
"https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.js"
    integrity=
"sha512-
BbVEDjbqdN3Eow8+empLMrJlxXRj5nEitiCAK5A1pUr66+jLVejo3PmjIaucRnj1B0P9R3rBUs3g5j
Xc8ti+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/qcqadKwLa35YPVfMZMHBSI6PLJh1om2xCTWhpVpmUyb4IvVS9iYnnY
MkleVXLA=="
    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: purple;
      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 black;
```

```

    }
  </style>
</head>

<body>

  <!-- Use Table to Create Calculator Structure Design -->
  <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 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 == '-'
            || 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 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>
```

