

# CALCULATOR

```
<!DOCTYPE html>

<html>

<head>

<title>JavaScript Calculator</title>

<script src=

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

integrity=

"sha512-
BbVEDjbqdN3Eow8+empLMrJlxXRj5nEitiCAK5A1pUr66+jLVejo3PmjIaucRnjlB0P9R3rBU3g5jXc8ti+f
Q=="

crossorigin="anonymous"

referrerpolicy="no-referrer"></script>

<script src=

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

integrity=

"sha512-
iphNRh6dPbeuPGIrQbCdbBF/qcqdKWLa35YPVfMZMHBSI6PLJh1om2xCTWhpVpmUyb4lvVS9iYnnY
MkleVXLA=="

crossorigin="anonymous"

referrerpolicy="no-referrer"></script>

<!-- For styling -->

<style>

table {
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border: 1px solid black;

margin-left: auto;

margin-right: auto;

}

input[type="button"] {

width: 100%;

padding: 20px 40px;

background-color: green;

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 -->
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```
<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')"
```

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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'

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|| 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>

20+30			c
1	2	3	/
4	5	6	*
7	8	9	-
0	.	=	+

50

C

1

2

3

/

4

5

6

\*

7

8

9

-

0

.

=

+