JavaScript

Calculator: Back end Part 2 a

As at now, when we click some operator key it gives us a message, congratulations! And I really hope you understand your code. Now, we want to make sure that when we click a number. We get the output of the number on our calculator.

On our html, we had a display div, with a class of calculator display. Now, we want to import this to our js using the query selector. Here, there’s a trick- the trick is this is it’s own div, it has an opening and closing. Take 5 minutes to figure out how to import this section of the calculator to our jus and use the constant display to bind it. This will be right below the constant keys.

Now, we want to define some other constants which will assist us in getting our output on our site, not on the console. So, define 2 constants, one called keyContent and another called displayedNum, on the first constant, chain it to keys and textContent and the other chain it to display and textContent. Can you guess what these two constant will do?

Part b

Discuss among youselves what the above constants will be doing. At this point, when we click anything that doesn’t have an action, nothing happens. We want to take care of that. If the calculator shows 0, we want to replace the calculator’s display with the clicked key. We can do so by replacing the display’s textContent property. So, write an if statement that determines that the buttons clicked is not an action (remember actions are the ones with data- actions attributes on our html sheet). Inside this if statement, have another if that checks if the displayedNum(the constant we defined above) is 0. Once it has checked, the action of this if statement is *display.textContent = keyContent* Discuss among yourself what that does- if you have a problem call the tutor.

We all know that if statements have an else section, now we want to discuss the else section of our if statement. In our else statement, write this *display.textContent = displayedNum + keyContent* Discuss amongst yourself what that does.

At this point, you should be able to see the output of the number keys you press!