var entries = [];

var total = 0;

var temp = '';

$("button").on('click', function() {

var val = $(this).text();  
*This section makes sure the variable “temp” is empty then waits for a mouse click event*

// Got a number, add to temp

if (!isNaN(val) || val === '.') {

temp += val;

$("#answer").val(temp.substring(0,10));  
*This section checks what was clicked, if it was a number then it stores it in the temp variable*

// Got some symbol other than equals, add temp to our entries

// then add our current symbol and clear temp

} else if (val === 'AC') {

entries = [];

temp = '';

total = 0;

$("#answer").val('')  
*This section clears anything stored in the variable and clears the display screen if the “AC” button was clicked*

// Clear last entry

} else if (val === 'CE') {

temp = '';

$("#answer").val('')  
*This section will remove the last value that was clicked from the variable*

// Change multiply symbol to work with eval

} else if (val === 'x') {

entries.push(temp);

entries.push('\*');

temp = '';  
*This section converts the letter x to the \* symbol so the calculation can be performed but the multiplication button on the calculator does not have to be a \* symbol*

// Change divide symbol to work with eval

} else if (val === '÷') {

entries.push(temp);

entries.push('/');

temp = '';  
*This section does the same as the previous section except with the division calculation and symbol*

// Got the equals sign, perform calculation

} else if (val === '=') {

entries.push(temp);

var nt = Number(entries[0]);

for (var i = 1; i < entries.length; i++) {

var nextNum = Number(entries[i+1])

var symbol = entries[i];

if (symbol === '+') { nt += nextNum; }

else if (symbol === '-') { nt -= nextNum; }

else if (symbol === '\*') { nt \*= nextNum; }

else if (symbol === '/') { nt /= nextNum; }

i++;

}

// Swap the '-' symbol so text input handles it correctly

if (nt < 0) {

nt = Math.abs(nt) + '-';

}

$("#answer").val(nt);

entries = [];

temp = '';  
*This section does the actual calculation once the equals button has been pressed*

// Push number

} else {

entries.push(temp);

entries.push(val);

temp = '';  
*This section will push the data from the variable to the screen after each new number is clicked, and will also push the answer to the screen once the equals is clicked*

}

});