**EXPLANATION TO MY CALCULATOR**

1. **HTML**

* I used html to give the structure of my calculator.
* **<**div class=”container” contains another <div class=”calc”>. In this tag, all other parts of the calculator are created.
* <input type=”text” id=”inputext” placeholder”0”> is used to create an input text box which comes with a 0 as default box.
* <button> are created to hold the various numbers and operations to be performed by the calculator.
* Onlcick events are created on the buttons which helps create functions that will be used in JavaScript to, make it responsive.

1. **CSS**

* I used CSS to style the calculator and make it meet up with design I want.
* Css is linked to the html code using the tag <link ref=”stylesheet” href=”styles.css”>.
* Various functions such as (shadow-gradient, margin, padding, display, box-shadow, justify-content, background-color, border radius, height, width etc) are given to come out with this neomorphic design.
* The attribute are given with respect to the classes created such as (.container, .calc) and others such as (button, input).

1. **JAVASCRIPT**

* JavaScript makes my calculator responsive in that it allows me define a block if code that performs a particular task
* It’s linked into the html code using the script tag that is <script> </script>.
* JavaScript helps make the calculator to be responsive when it comes to the delete, clear functions.
* Each function is called here due to the events created in html and each function created carries out a specific operation.
* Example:

let result=document.getElementById("inputext");

This function collects anything inputted the user and stores them into a variable and the variable is “result”.

let calculate=(number)=>{

    result.value+=number;

}

This function reflects to number stored in the parenthesis on the input box.

let Result=()=>{

    try{

        result.value=eval(result.value);

    }

    catch(err){

        alert("Enter the valid Input");

    }

}

This function help evaluate the result if it valid else it alert the user to input the correct result.

function clr() {

    result.value= " ";

}

This function clears data found in the input field.

function del(){

    result.value=result.value.slice(0,-1);

}

Slice takes two parameters. One is the starting point (0) and the other the ending point(1).

The “-1” deletes one parameter starting from the back and so forth so depending on the number inputted at the ending point, the same number of element will be deleted.