## 7.Simple Calculator

Create a function **calculator** which returns an object that can modify the DOM. The returned object should support the following functionality:

* **init (selector1, selector2, resultSelector)** - initializes the object to work with the elements corresponding to the supplied selectors.
* **add ()** - **adds** the numerical value of the element corresponding to **selector1** to the numerical value of the element corresponding to **selector2** and then writes the result in the element corresponding to **resultSelector**.
* **subtract ()** - **subtracts** the numerical value of the element corresponding to **selector1** from the numerical value of the element corresponding to **selector2** and then writes the result in the element corresponding to **resultSelector**.

### Input

There will be no input your function must only provide an object.

### Output

Your function should return an object that meets the specified requirements.

### Constraints

* **All commands will always be valid, there will be no nonexistent or incorrect input.**
* **All selectors will point to single textbox elements.**
* **Use the given skeleton to solve this problem.**

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| **Sample execution** |
| **const calculate = calculator ();**  **calculate.init ('#num1', '#num2', '#result');** |