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Aim: Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient.

```
Code (Html):
       <!DOCTYPE html>
       <html>
         <head>
           <title>Calculator</title>
           <meta charset="utf-8"/>
           <link rel="stylesheet" href="design.css"/>
           <script src="logic.js"></script>
         </head>
         <body>
           <div class="container">
              <div class="head">CALCULATOR</div>
              <div class="screen">
                <div id="numdisplay"><span>0</span></div>
              </div>
              <div class="specialbuttons">
                <input type="button" name="reset" value="Reset" onclick="sperform(this.name)"/>
                <input type="button" name="bs" value="Backspace"</pre>
onclick="sperform(this.name)"/>
              </div>
              <div class="keypad">
                <input type="button" name="1" value="1" onclick="perform(this.name)"/>
                <input type="button" name="2" value="2" onclick="perform(this.name)"/>
                <input type="button" name="3" value="3" onclick="perform(this.name)"/>
                <input type="button" name="+" value="+" onclick="perform(this.name)"/>
                <input type="button" name="4" value="4" onclick="perform(this.name)"/>
                <input type="button" name="5" value="5" onclick="perform(this.name)"/>
                <input type="button" name="6" value="6" onclick="perform(this.name)"/>
                <input type="button" name="-" value="-" onclick="perform(this.name)"/>
                <input type="button" name="7" value="7" onclick="perform(this.name)"/>
                <input type="button" name="8" value="8" onclick="perform(this.name)"/>
                <input type="button" name="9" value="9" onclick="perform(this.name)"/>
                <input type="button" name="*" value="*" onclick="perform(this.name)"/>
                <input type="button" name="." value="." onclick="perform(this.name)"/>
                <input type="button" name="0" value="0" onclick="perform(this.name)"/>
                <input type="button" name="=" value="=" onclick="perform(this.name)"/>
                <input type="button" name="/" value="/" onclick="perform(this.name)"/>
              </div>
           </div>
         </body>
       </html>
```

*{	#numdisplay{
margin: 0px;	height: 42px;
padding: 0px;	text-align: right;
}	font: normal normal 43px Arial;
body{	}
background-image:url(bg.jpg);	#numdisplay span{
background-size: cover;	opacity: 0.5;
background-attachment: fixed;	}
}	.keypad {
.head{	width: 290px;
width: 300px;	height: 206px;
text-align: center;	border: 1px dotted #27b04a;
font: bold normal 18px Arial;	border-radius: 14px;
margin: 0px auto;	margin: 14px;
}	padding: 12px;
.container{	}
height: 406px;	input{
width: 350px;	height: 47px;
margin: 40px auto;	width: 65px;
background-color: #474473;	margin: 2px;
border: 3px inset #eac595;	padding: 4px;
border-radius: 17px;	border-radius: 10px;
padding: 40px 30px;	font: bold normal 30px Verdana;
justify-content: center;	}
	input:hover{
	background-color: silver;
}	}
.screen{	
height: 50px;	.specialbuttons{
width: 300px;	height: 50px;
margin: 10px;	width: 300px;
padding: 16px 10px;	margin: 0px auto;
border: 1px solid #283d6d;	}
border-radius: 11px;	.specialbuttons input{
background-color: antiquewhite;	width: 143px;
}	font-size: 20px;
	}

```
//functioning of backspace
//limit the number of digits and decimal places
//variables needed
var a="",b="";
var sign="";
//performs the actual function
function operate()
  switch(sign)
    case '+':
       a=String(Number(a)+Number(b))
       document.getElementById('numdisplay').innerHTML=a;
       b="";sign="";
       break;
    case '-':
       a=String(Number(a)-Number(b))
       document.getElementById('numdisplay').innerHTML=a;
       b="";sign="";
       break;
    case '*':
       a=String(Number(a)*Number(b))
       document.getElementById('numdisplay').innerHTML=a;
       b="";sign="";
       break;
    case '/':
       if(b=='0')
         document.getElementById('numdisplay').innerHTML="Cannot divide by zero!";
         a="";b="";c="";
         break;
       else
         a=String(Number(a)/Number(b))
         document.getElementById('numdisplay').innerHTML=a;
         b="";sign="";
         break;
       }
//triggered when a button is pressed
function perform(m)
{
  //checks for =
  if(m=="=")
    if((a!="")&(b!=""))
```

```
operate();
  //checks for signs
  else if((m=="+")||(m=="-")||(m=="*")||(m=="/"))
    if((a!="")&&(b==""))
       sign=m;
       document.getElementById('numdisplay').innerHTML=a+sign;
    else if((a!="")&&(b!=""))
       operate();
       sign=m;
       document.getElementById('numdisplay').innerHTML=a+sign;
     }
  //checks for numbers and decimals
  else
    if(sign=="")
       a=a+m;
       document.getElementById('numdisplay').innerHTML=a;
     }
    else
     {
       b=b+m;
       document.getElementById('numdisplay').innerHTML=a+sign+b;
//function for special buttons
function sperform(m)
  switch(m)
    case 'reset':
       location.reload();
       break;
    case 'bs':
       if((a!="")&&(sign!=""))
         if(b=="")
           sign="";
            document.getElementById('numdisplay').innerHTML=a;
         else//b has some value
```

```
{
    var bx= new Array();
    bx=b.split("");
    bx.pop();
    b=bx.join("");
    document.getElementById('numdisplay').innerHTML=a+sign+b;
}
else if((a!="")&&(sign==""))
{
    var ax=new Array();
    ax=a.split("");
    ax.pop();
    a=ax.join("");
    document.getElementById("numdisplay").innerHTML=a;
}
break;
}
```

OUTPUT:









