```html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Basic Calculator</title>
  <style>
    /* Reset margin and padding */
    * {
      margin: 0;
      padding: 0;
      box-sizing: border-box;
    }

    body {
      font-family: Arial, sans-serif;
      display: flex;
      justify-content: center;
      align-items: center;
      height: 100vh;
      background-color: #f4f4f4;
    }

    .calculator {
      display: grid;
      grid-template-columns: repeat(4, 1fr);
      grid-gap: 10px;
      width: 280px;
      padding: 20px;
      background-color: #fff;
      box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);
```

```css
    border-radius: 10px;

  }


.calculator input {

  grid-column: span 4;

  height: 50px;

  font-size: 2em;

  text-align: right;

  padding: 10px;

  border: 2px solid #ccc;

  border-radius: 5px;

  background-color: #f9f9f9;

}


.button {

  height: 60px;

  font-size: 1.5em;

  border: 1px solid #ddd;

  border-radius: 5px;

  background-color: #f0f0f0;

  display: flex;

  justify-content: center;

  align-items: center;

  cursor: pointer;

}


.button:hover {

  background-color: #e0e0e0;

}


.button:active {
```

```css
      background-color: #d0d0d0;

    }


    .button.operator {

      background-color: #ff8c00;

      color: white;

    }


    .button.operator:hover {

      background-color: #e07b00;

    }


    .button.equal {

      background-color: #4caf50;

      color: white;

      grid-column: span 2;

    }


    .button.clear {

      background-color: #f44336;

      color: white;

      grid-column: span 2;

    }
  </style>
</head>
<body>


  <div class="calculator">
    <!-- Display Screen -->
    <input type="text" id="display" disabled>
```

```html
<!-- Buttons -->
<div class="button clear">C</div>
<div class="button operator">/</div>
<div class="button operator">*</div>
<div class="button operator">-</div>

<div class="button">7</div>
<div class="button">8</div>
<div class="button">9</div>
<div class="button operator">+</div>

<div class="button">4</div>
<div class="button">5</div>
<div class="button">6</div>
<div class="button equal">=</div>

<div class="button">1</div>
<div class="button">2</div>
<div class="button">3</div>
<div class="button">0</div>

<div class="button">.</div>
</div>

<script>
// Get all elements
const display = document.getElementById('display');
const buttons = document.querySelectorAll('.button');

let currentInput = '';
let operator = '';
```

```javascript
let firstValue = null;

// Add event listeners to all buttons
buttons.forEach(button => {
  button.addEventListener('click', () => {
    const buttonText = button.textContent;

    if (buttonText === 'C') {
      clearDisplay();
    } else if (buttonText === '=') {
      calculate();
    } else if (['+', '-', '*', '/'].includes(buttonText)) {
      setOperator(buttonText);
    } else {
      updateDisplay(buttonText);
    }
  });
});

// Update display with clicked number or operator
function updateDisplay(value) {
  currentInput += value;
  display.value = currentInput;
}

// Set operator and store the first value
function setOperator(selectedOperator) {
  if (firstValue === null) {
    firstValue = parseFloat(currentInput);
    currentInput = '';
  }
```

```javascript
  operator = selectedOperator;

}


// Perform the calculation

function calculate() {

 if (firstValue !== null && operator !== '' && currentInput !== '') {

   let secondValue = parseFloat(currentInput);

   let result;


   switch (operator) {

    case '+':

     result = firstValue + secondValue;

     break;

    case '-':

     result = firstValue - secondValue;

     break;

    case '*':

     result = firstValue * secondValue;

     break;

    case '/':

     result = firstValue / secondValue;

     break;

    default:

     return;

   }


   display.value = result;

   firstValue = result;

   operator = '';

   currentInput = '';

 }
```

```
    }

    // Clear the display and reset variables
    function clearDisplay() {
      display.value = '';
      currentInput = '';
      firstValue = null;
      operator = '';
    }
  </script>

</body>
</html>
```