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11. Write a program to design a simple calculator using JavaScript
<html>
<head>
<title>Calculator</title>
<script language="javascript">
var inputstring="";
function updatestring(value)
{
inputstring = inputstring + value;
document.calculator.input.value=inputstring;
}
</script>
</head>
<body>
<form name="calculator">
<br>><br>>
<input type="text" name="input" maxlength="15" size="27"> 
 <input type="button" value="clear" onclick="input.value=' ';inputstring=' ' ">
<input type="button" value="mod" onclick="updatestring('%')">
<input type="button" value="*" onclick="updatestring('*')">  
<input type="button" value="7" onclick="updatestring('7')"> 
<input type="button" value="8" onclick="updatestring('8')"> 
<input type="button" value="9" onclick="updatestring('9')"> 
<input type="button" value="/" onclick="updatestring('/')">
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<input type="button" value="4" onclick="updatestring('4')"> 
<input type="button" value="5" onclick="updatestring('5')"> 
<input type="button" value="6" onclick="updatestring('6')"> 
<input type="button" value="-" onclick="updatestring('-')">  
<input type="button" value="1" onclick="updatestring('1')"> 
<input type="button" value="2" onclick="updatestring('2')"> 
<input type="button" value="3" onclick="updatestring('3')"> 
<input type="button" value="+" onclick="updatestring('+')">  
<input type="button" value="0" onclick="updatestring('0')"> 
<input type="button" value="00" onclick="updatestring('00')"> 
<input type="button" value="." onclick="updatestring('.')"> 
<input type="button" value="=" onclick="input.value=eval(inputstring);">  
 </form>
</body>
</html>
```

Output:

