Program 4:

Create calculator using HTML, CSS and Javascript.

```
<!DOCTYPE html>
<html lang="en">
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Calculator</title>
    <style>
            font-family: monospace;
            color: #555;
            background-color: #3fb399;
        .container {
            width: 320px;
            background-color: white;
           margin: 180px auto;
            width: 100%;
            border-color: #f4f4f4;
           width: 25%;
            width: 100%;
            height: 70px;
            font-size: 24px;
            background-color: white;
            border: none;
        #inputLabel {
            height: 120px;
            font-size: 40px;
            vertical-align: bottom;
            text-align: right;
```

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padding-right: 16px;
         background-color: #ececec;
   </style>
</head>
<body>
   <div class="container">
      0
         <button
<button onclick="pushBtn(this);">7</button>
            <button onclick="pushBtn(this);">8</button>
            <button onclick="pushBtn(this);">9</button>
            <button onclick="pushBtn(this);">*</button>
         <button onclick="pushBtn(this);">4</button>
            <button onclick="pushBtn(this);">5</button>
            <button onclick="pushBtn(this);">6</button>
            <button onclick="pushBtn(this);">+</button>
         <button onclick="pushBtn(this);">1</button>
            <button onclick="pushBtn(this);">2</button>
            <button onclick="pushBtn(this);">3</button>
            <tbutton onclick="pushBtn(this);">+</button>
         <button onclick="pushBtn(this);">0</button>
            <button onclick="pushBtn(this);">00</button>
            <button onclick="pushBtn(this);">.</button>
            <button onclick="pushBtn(this);">=</button>
         </div>
   <script>
      var inputLabel = document.getElementById("inputLabel");
      function pushBtn(obj) {
         var pushed = obj.innerHTML;
         if (pushed == "=") {
           inputLabel.innerHTML = eval(inputLabel.innerHTML);
```

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} else if (pushed == "AC") {
        inputLabel.innerHTML = "0";
} else {
        if (inputLabel.innerHTML == "0") {
            inputLabel.innerHTML = pushed;
        } else {
            inputLabel.innerHTML += pushed;
        }
    }
    </script>
</body>
</html>
```