HTML, CSS & Javascript

Building stuff

mister calculator (code name: calc)
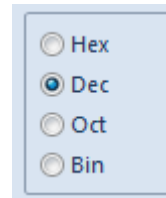
Your challenge is to create a calculator

NOTE: in this case there is no reason to create the HTML for the calculator in JS, as it is not dynamic.

Steps

1. Start with the digits buttons, when a digit is called, call a function *addDigit(digit)* , this function adds a digit to the current num which are kept in the globals:
   gNum1 and gNum2 ;
   (Tip: the function knows which gNum is the active one by checking if gNum2 is null.
2. Now add the + button, when clicked, call a function: *setOp(op)* that sets gOp.
   HINT: the function can also set gNum2=0 (instead of the initial null) so the addDigit will now work on it.
3. When '=' is clicked – show the result
4. Now create the layout
   Hint: Use a table (with rowspan, colspan where needed)

5. Now expand the functionality step-by-step, remember that something that is basic but works worth more than a lot of code that doesn't work.

    a. Memory Functionality (use a global gMemoryNum):

        i. MC = Memory Clear sets the memory to 0

        ii. MR = Memory Recall uses the number in memory, acts as if you had keyed in that number yourself

        iii. MS = Memory Store puts the number on the display into the memory

        iv. M+ = Memory Add takes the number on the display, adds it to the memory, and puts the result into memory

    b. Bonus step: add radio buttons to switch bases:

◯ Hex
◉ Dec
◯ Oct
◯ Bin