Exercise App Calculator

Explanation:

1. We create a JavaScript object named calculator with two methods, add and getTotal. The add method takes a number as input and adds it to the total property of the object. The getTotal method returns the current total.
2. We create an HTML page with an input box and a button to add the input value to the total. When the button is clicked, the addValue function is called.
3. In the addValue function, we get the value entered by the user in the input box, convert it to a floating-point number using parseFloat, and then check if it's a valid number using isNaN. If it is a valid number, we call the add method of the calculator object to add the number to the total, and then update the result on the web page. If the input is not a valid number, we display an alert to the user.

Please note that this is a basic example, and in a real-world application, you may need to implement additional error handling and input validation based on your specific requirements.