Working with the DOM

1. Copy the project from starters/03_dom. This will be your starting point.
2. Open calculator.html in a browser window.

Looks cool, right? But when you click on any buttons, nothing happens. Let's fix that.

3. When the user hits any button, run a function called readButton(). (hints: document.querySelectorAll() and addEventListener())
4. readButton() should detect the text that is on the button. (hint: theButton.textContent)
5. If it is a digit or a ".", append it to what is in the input box. (hint #1: input.value. hint #2: a switch statement might be a good idea here.)

Checkpoint: You should be able to hit any number or dot button and have it appear in the input box.

6. Edit readButton(). If the button hit is an operator like "+", "-", "x", or "/", then copy the number in the input box into a variable called *firstNumber* and clear the input box so we're ready to receive another number. Also store the operator in a variable called *operator*.
7. Still in readButton(). If the button hit is an equal sign, then read the value from the input box, and perform the operation based on the current *operator* variable, the current firstNumber variable, and the value in the input box. Lastly replace the inputbox.value with the result of the operation.

Checkpoint: You should be able to add, subtract, multiply, and divide, seeing the results in the input box.

8. Make the "c" button work. When the user hits it, clear the inputBox.value, firstNumber and operator.

Some hints:
- If the key pressed has any illegal/unexpected character, you should console.warn() the user "That key is not supported".
- You'll need to convert firstNumber from a string to a number when adding. You can do that with Number(firstNumber) for now.
- If the operator is anything other than "+", "-", "*", or "/", then you should console.warn() the user "That operator is not supported".

Once your calculator is working, you can be finished.