

Aim:

Create a javascript calculator using the java script  
HTML and CSS programming languages, give me

Theory:

A calculator is a basic application that allows users to perform arithmetic operations like addition, subtraction, multiplication and division.

1. HTML:

Used for structuring the calculator interface. It creates buttons for digits, operators, and a display area.

2. CSS:

Handles the appearance and layout. It makes the calculator visually appealing by setting colors, spacing, fonts.

3. JavaScript:

Implements the functionality; it handles events (like button clicks) processes input and performs arithmetic operations.

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Program

shows

button on the

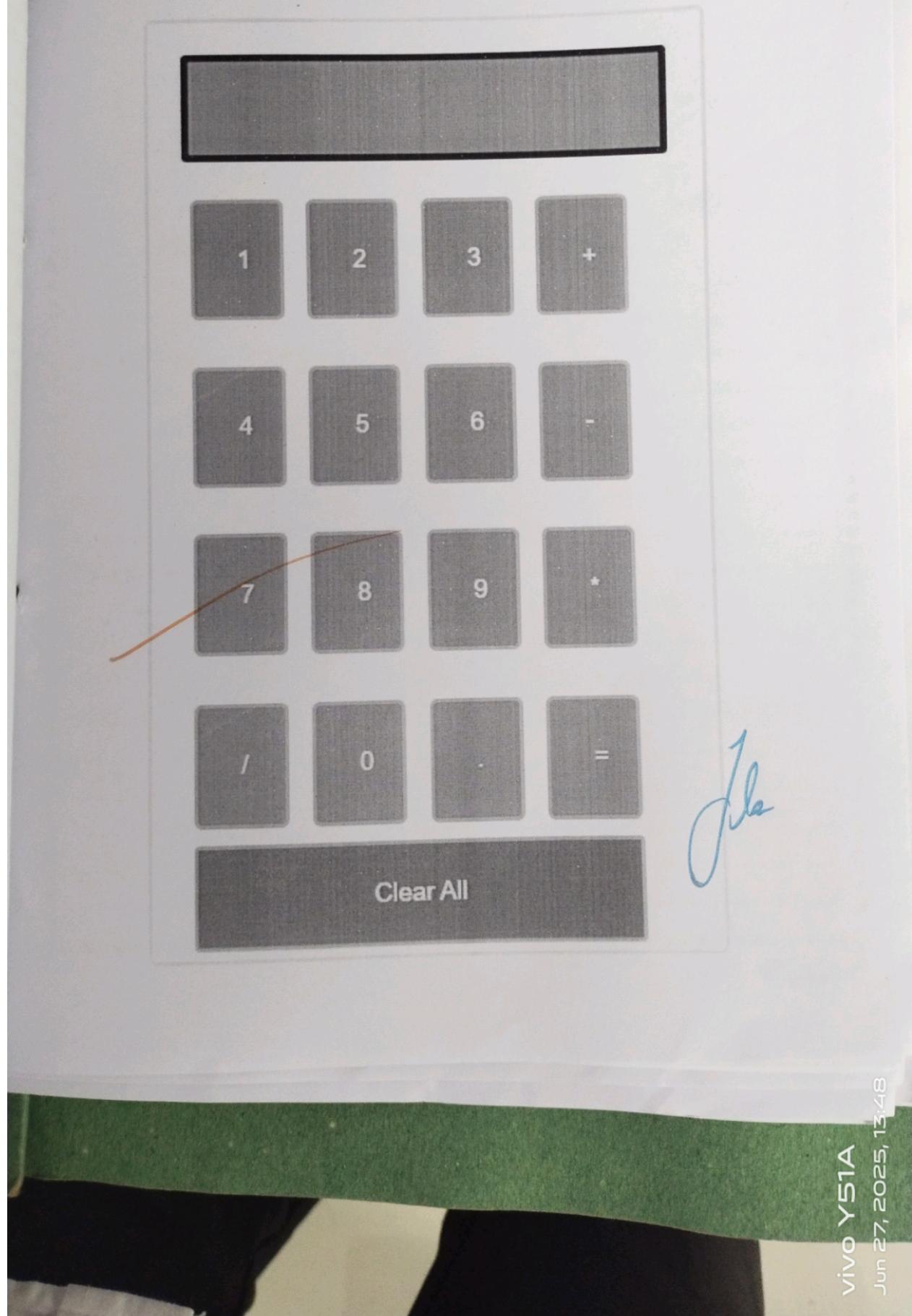
```
<!DOCTYPE html> <html lang = "en"> <head> <title> JavaScript Calculator </title> <style> h1 {  
    text-align: center;  
    padding: 23px;  
    background-color: skyblue;  
    color: white;  
}  
#clear{  
    width: 270px;  
    border: 3px solid gray;  
    border-radius: 3px;  
    padding: 20px;  
    background-color: red;  
}  
.formstyle  
{  
    width: 300px;  
    height: 530px;  
    margin: auto;  
    border: 3px solid skyblue;  
    border-radius: 5px;  
    padding: 20px;  
}  
input  
{  
    width: 20px;  
    background-color: green;  
    color: white;  
    border: 3px solid gray;  
    border-radius: 5px;  
    padding: 26px;  
    margin: 5px;  
    font-size: 15px;  
}  
#calc{  
    width: 250px;  
    border: 5px solid black;  
    border-radius: 3px;  
    padding: 20px;  
    margin: auto;  
}  
</style>  
</head> <body> <h1> Calculator Program in JavaScript </h1> <div class= "formstyle"> <form  
name = "form1"> <!-- This input box shows the button pressed by the user in calculator. -->  
<input id = "calc" type = "text" name = "answer"> <br> <br>  
<!-- Display the calculator button on the screen. --> <!-- onclick() function display the number  
presses by the user. --> <input type = "button" value = "1" onclick = "form1.answer.value += '1'">  
<input type = "button" value = "2" onclick = "form1.answer.value += '2'">
```

```
<input type = "button" value = "3" onclick = "form1.answer.value += '3'">
<input type = "button" value = "+" onclick = "form1.answer.value += '+'">
<br> <br> <input type = "button" value = "4" onclick = "form1.answer.value += '4'">
<input type = "button" value = "5" onclick = "form1.answer.value += '5'">
<input type = "button" value = "6" onclick = "form1.answer.value += '6'">
<input type = "button" value = "-" onclick = "form1.answer.value += '-'">
<br> <br> <input type = "button" value = "7" onclick = "form1.answer.value += '7'">
<input type = "button" value = "8" onclick = "form1.answer.value += '8'">
<input type = "button" value = "9" onclick = "form1.answer.value += '9'">
<input type = "button" value = "*" onclick = "form1.answer.value += '*'">
<br> <br>

<input type = "button" value = "/" onclick = "form1.answer.value += '/'">
<input type = "button" value = "o" onclick = "form1.answer.value += '0'">
<input type = "button" value = "." onclick = "form1.answer.value += '.'"> <!--
When we click on the '=' button, the onclick() shows the sum results on the calculator screen. -->
<input type = "button" value = "=" onclick = "form1.answer.value = eval(form1.answer.
value)">
<br> <!-- Display the Cancel button and erase all data entered by the user. --> <input type =
"button" value = "Clear All" onclick = "form1.answer.value = ''" id = "clear" >
<br>

</form> </div>
</body>
</html>
```

# Calculator Program in JavaScript



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## # Key concept:

- Event handling: Javascript listens for clicks.

- DOM manipulation: JS updates the screen dynamically.

- String and number can version:

Operations are performed  
on number but input is read as string.

## # Conclusion:

The conclusions project demonstrates how, HTML, CSS and JS can work together to build complete and interactive web applications. It is a foundation step for beginners learning full stack web development.

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