Lab — JavaScript vs Vue.js: Task 2  
Calculator in Plain JavaScript

# Requirements

* Show x, y, result all as 0 initially.
* Change x or y → result updates immediately.
* Use Number(...) so we add numbers instead of concatenating strings.

# Complete example

<!doctype html>

<html lang="en">

<head>

<meta charset="utf-8" />

<meta name="viewport" content="width=device-width, initial-scale=1" />

<title>Calculator — Plain JS</title>

<style>

.row { display: grid; grid-template-columns: 120px 1fr; gap: 8px; margin-bottom: 10px; }

</style>

</head>

<body>

<h1>Calculator — Plain JS</h1>

<div class="row"><label for="x">x</label><input id="x" type="number" value="0" /></div>

<div class="row"><label for="y">y</label><input id="y" type="number" value="0" /></div>

<div class="row"><label>result</label><output id="result">0</output></div>

<script>

const x = document.getElementById('x');

const y = document.getElementById('y');

const result = document.getElementById('result');

function update() {

const xv = Number(x.value || 0);

const yv = Number(y.value || 0);

result.textContent = xv + yv;

}

x.addEventListener('input', update);

y.addEventListener('input', update);

update();

</script>

</body>

</html>

# Assessment checklist

* Initial values are 0.
* Result updates on any input change.
* Uses Number(...) to avoid string concatenation.