Scripting Language Lab

Lab-6 Assignment

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Create a calculator app using Angular which is capable of performing following operations:

- 1. Addition of two numbers
- 2. Subtraction of two numbers
- 3. Multiplication of two numbers
- 4. Division of two numbers
- 5. Factorial of a number
- 6. Checking if a given number is Prime or not

App.component.ts

```
app.component.ts × 📵 app.component.html
@Component({
    selector: 'app-root',
    templateUrl: './app.component.html',
    styleUrls: ['./app.component.css']
           })
export class AppComponent {
  title = 'calculator';
  subDisplayText = '';
  mainDisplayText = '';
  mainDisplayText = '';
                   operand1!: number;
operand2!: number;
                   calculationString = ';
answered = false;
                   operatorSet = false;
                  pressKey(key: string) {
    if (key === '.' || key === '.' || key === '+' || key === 'Factorial' || key === 'Prime') {
    const lastKey = this.mainDisplayText[this.mainDisplayText.length - 1];
    if (lastKey === '.' || lastKey === '.' || lastKey === '.' || lastKey === '+' || key === 'Factorial' || key === 'Prime') {
        this.operatorSet = true;
    }
}
                            }
this.operand1 = parseFloat(this.mainDisplayText);
this.operator = key;
this.operatorSet = true;
                }
allclear() {
  this.mainOisplayText = ';
  this.subDisplayText = ';
  this.operatorSet = false;
                               this.calculationString = this.mainDisplayText;
this.operand2 = parseFloat(this.mainDisplayText.split(this.operator)[1]);
                               if (this.operator === '/') {
  this.subDisplayText = this.mainDisplayText;
                                   this.mainDisplayText = (this.operand1 / this.operand2).toString();
this.subDisplayText = this.calculationString;
if (this.mainDisplayText.length > 9) {
    this.mainDisplayText = this.mainDisplayText.substr(0, 9);
                               } else if (this.operator === 'x') {
    this.subDisplayText = this.mainDisplayText;
    this.mainDisplayText = (this.operand1 * this.operand2).toString();
    this.subDisplayText = this.calculationString;
    if (this.mainDisplayText.length > 9) {
        this.mainDisplayText = 'ERROR';
        this.subDisplayText = 'Range Exceeded';
}
                              this.subDisplayText = 'Range Exceeded';
}
else if (this.operator === '-') {
    this.subDisplayText = this.mainDisplayText;
    this.mainDisplayText = (this.operand1 - this.operand2).toString();
    this.subDisplayText = this.calculationString;
} else if (this.operator === '+') {
    this.subDisplayText = this.mainDisplayText;
    this.mainDisplayText = (this.operand1 + this.operand2).toString();
    this.subDisplayText = this.calculationString;
    if (this.mainDisplayText.length > 9) {
        this.mainDisplayText = 'ERROR';
        this.subDisplayText = 'Range Exceeded';
}
                                  else {
   this.subDisplayText = 'ERROR: Invalid Operation';
```

```
this.subDisplayText = this.mainDisplayText;
      .mainDisplayText = (factorial).toString();
this.subDisplayText = this.calculationString;
if (this.mainDisplayText.length > 9) {
        this.mainDisplayText = 'ERROR';
             .subDisplayText = 'Range Exceeded';
      this.subDisplayText = this.mainDisplayText;
           .mainDisplayText = (isPrime(this.operand1)).toString();
      if (this.mainDisplayText.length > 9) {
             .mainDisplayText = 'ERROR';
        this.subDisplayText = 'Range Exceeded';
      this.subDisplayText = 'ERROR: Invalid Operation';
  function isPrime(num: number) {
    if(num % i === 0) return 'Not Prime';
      var fact = 1;
for calcFact( num: number )
```

return fact;

App.component.html

```
calculator 🕻 src > app > 🥫 app.component.html > 🤣 body > 🤣 div.container > 🚱 div.row > 🛇 div.col-md-4 > 🤡 div.base > 😭 div.keypad > 😭 table > 🤡 tr > 😭 td.keys.opkey
      <div class="col-md-4">
            <div class="maindisplay">
     <div class="subdisplay">{{ subDisplayText }}</div>
            <div class="keypad">

                 AC
/

<

ctr>
 3

 2

 1

 +

                 0

ctd class="keys numkey" (click)="pressKey('.')">.

ctd class="keys equalkey" (click)="getAnswer()">=

                          <tu class= keys equalkey (click)= gecanswer() >=</tu>
                        Factorial
Prime
             <div class="col-md-4"></div>
```

App.component.css

```
calculator > src > app > 3 app.component.css > 4 .base
      body {
        background-color: ☐#000000;
        box-shadow: 0px 0px 0px 10px □#666;
        border: 5px solid □black;
        border-radius: 10px;
      .base {
        background: Dblack;
       margin-top: 5vh;
 10
       margin-left: 65vh;
       border: 3px solid □black;
        width: 35%;
      .maindisplay {
      background: #3A4655;
      height: 20vh;
      padding: 5% !important;
font-size: 4rem;
      text-align: right;
      font-family: Courier, monospace;
      overflow: auto;
      .subdisplay {
      border-bottom: 1px solid ■#727B86;
      height: 15%;
       font-size: 2rem;
       overflow: auto;
      .keypad {
      height: calc(50%);
      .keys {
      margin: 0;
       height: 5%;
       background: whitesmoke;
       color: □#425062;
       padding: 5%;
```

```
padding: 5%;
      nt-s ze:2 we a;
text-align: center;
      cursor: pointer;
      . ac k ey
      color: □red;
55
    background: □rgb(48, 45, 45);
56
58 .equalkey {
    color: white;
    background-color: orangered;
63 .numkey {
64
66
      color: ■skvblue:
   background-cotor. mgrey,
68 .opkey {
69 color: white;
    background-color: 🗆 rgb(48, 45, 45);
```