

## W02-P1: refine the code in week 1 using only one compute function

The image shows a web browser displaying a calculator application titled "The Unconventional Calculator". The browser's address bar shows the URL `127.0.0.1:5500/...`. The calculator interface includes a display showing the number `10`, a set of buttons for `+`, `-`, `*`, and `/`, and a result area showing `42 / 10 = 4.20` and `Result: 4.20`.

Below the browser window, a code editor displays the JavaScript code for the application. The code is enclosed in a red box. It defines a `compute` function that takes a `type` argument and performs calculations based on a switch statement. The code also includes event listeners for buttons labeled `add`, `subtract`, `multiply`, and `divide`.

```
function compute(type) {  
  let calText  
  let result = 0  
  const operand1 = parseFloat(currentResult)  
  const operand2 = getUserInput()  
  switch (type) {  
    case 'add':  
      result = operand1 + operand2  
      calText = `${operand1} + ${operand2} = ${result}`  
      break  
    case 'subtract':  
      result = operand1 - operand2  
      calText = `${operand1} - ${operand2} = ${result}`  
      break  
    case 'multiply':  
      result = operand1 * operand2  
      calText = `${operand1} * ${operand2} = ${result}`  
      break  
    case 'divide':  
      if (operand2 === 0) alert('cannot divide by 0')  
      else {  
        result = (operand1 / operand2).toFixed(2)  
        calText = `${operand1} / ${operand2} = ${result}`  
        break  
      }  
  }  
  currentResult = result  
  outputResult(currentResult, calText)  
}  
  
addBtn.addEventListener('click', () => compute('add'))  
subtractBtn.addEventListener('click', () => compute('subtract'))  
multiplyBtn.addEventListener('click', () => compute('multiply'))  
divideBtn.addEventListener('click', () => compute('divide'))
```

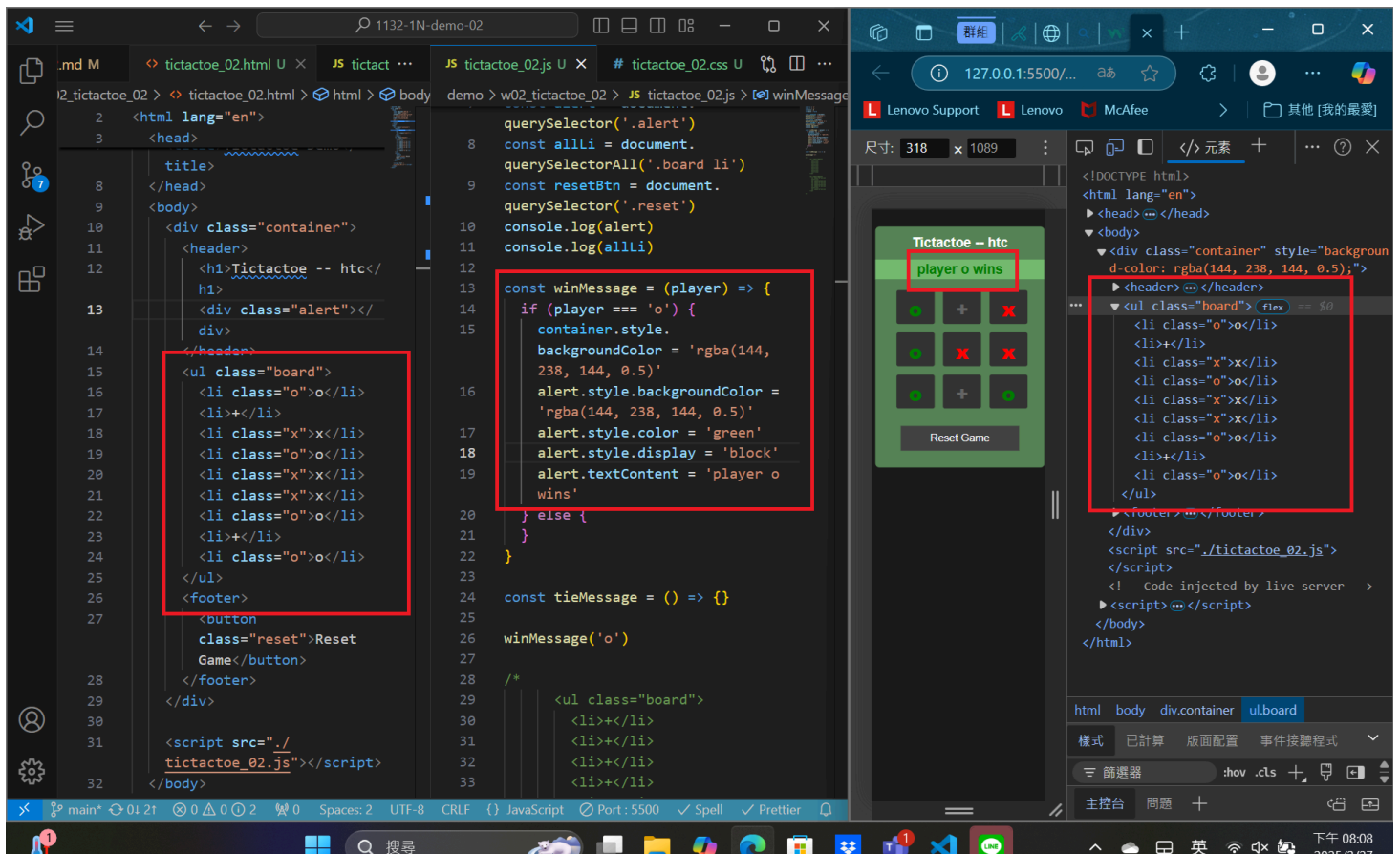
The code editor also shows a console output area at the bottom, which displays the results of the calculations: `0 + 10 = 10`, `10 - 3 = 7`, `7 * 6 = 42`, and `42 / 10 = 4.20`. These results are also enclosed in a red box.

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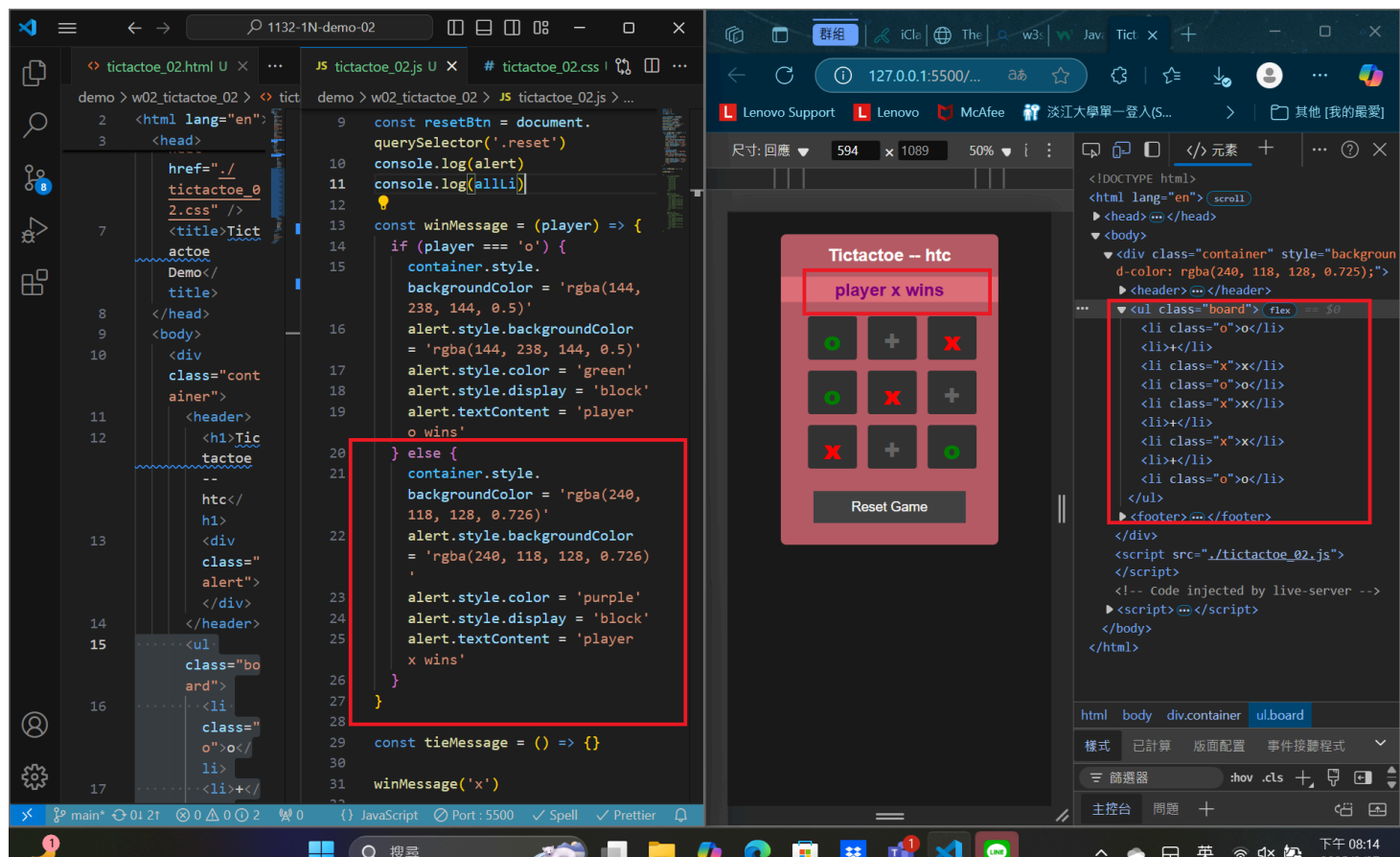
Thu Feb 27 19:13:30 2025 +0800 W02-P1: refine the code in week 1 using

# Video: W02-P2: show winning message and tie message

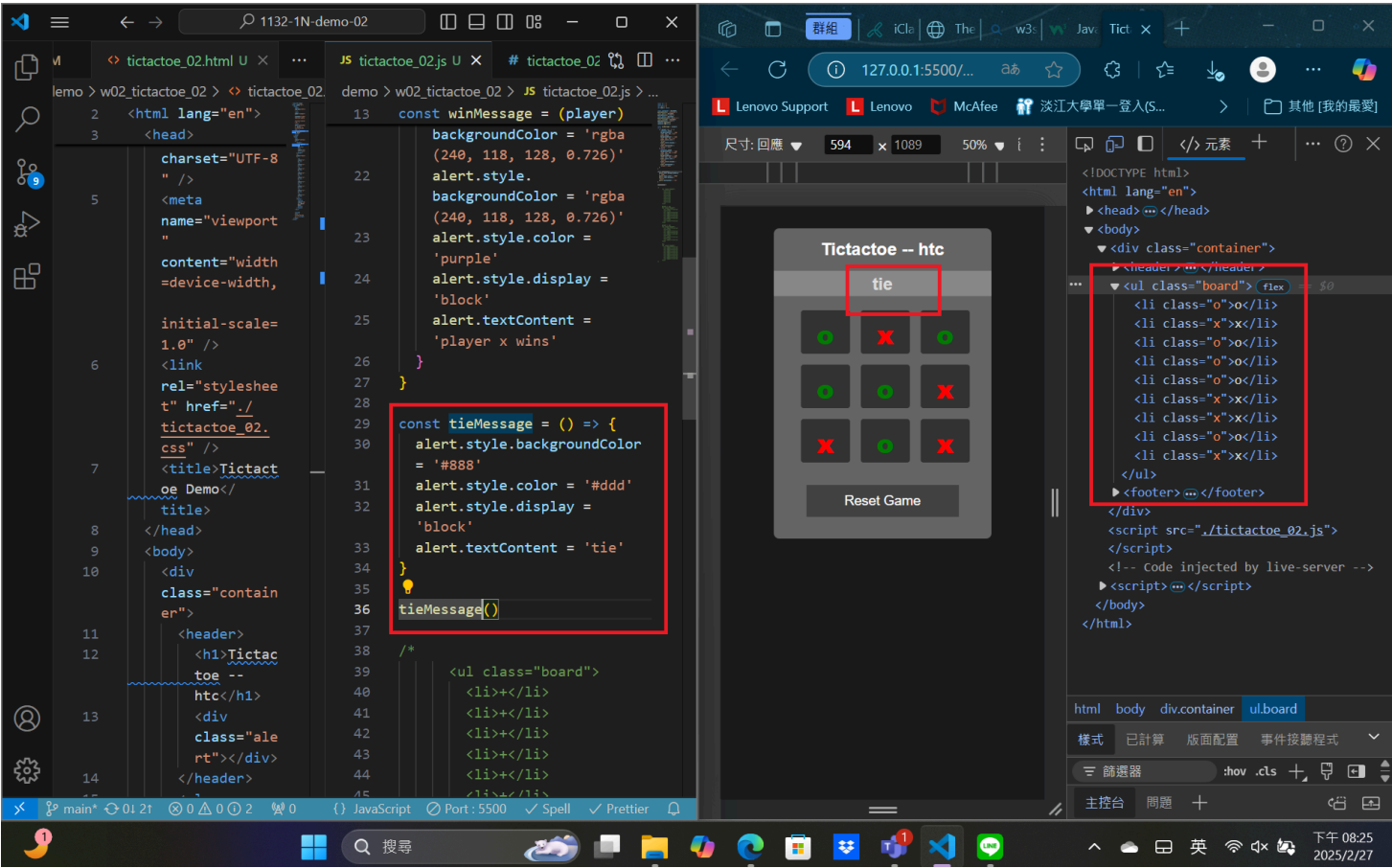
==>play o wins



==>play x wins



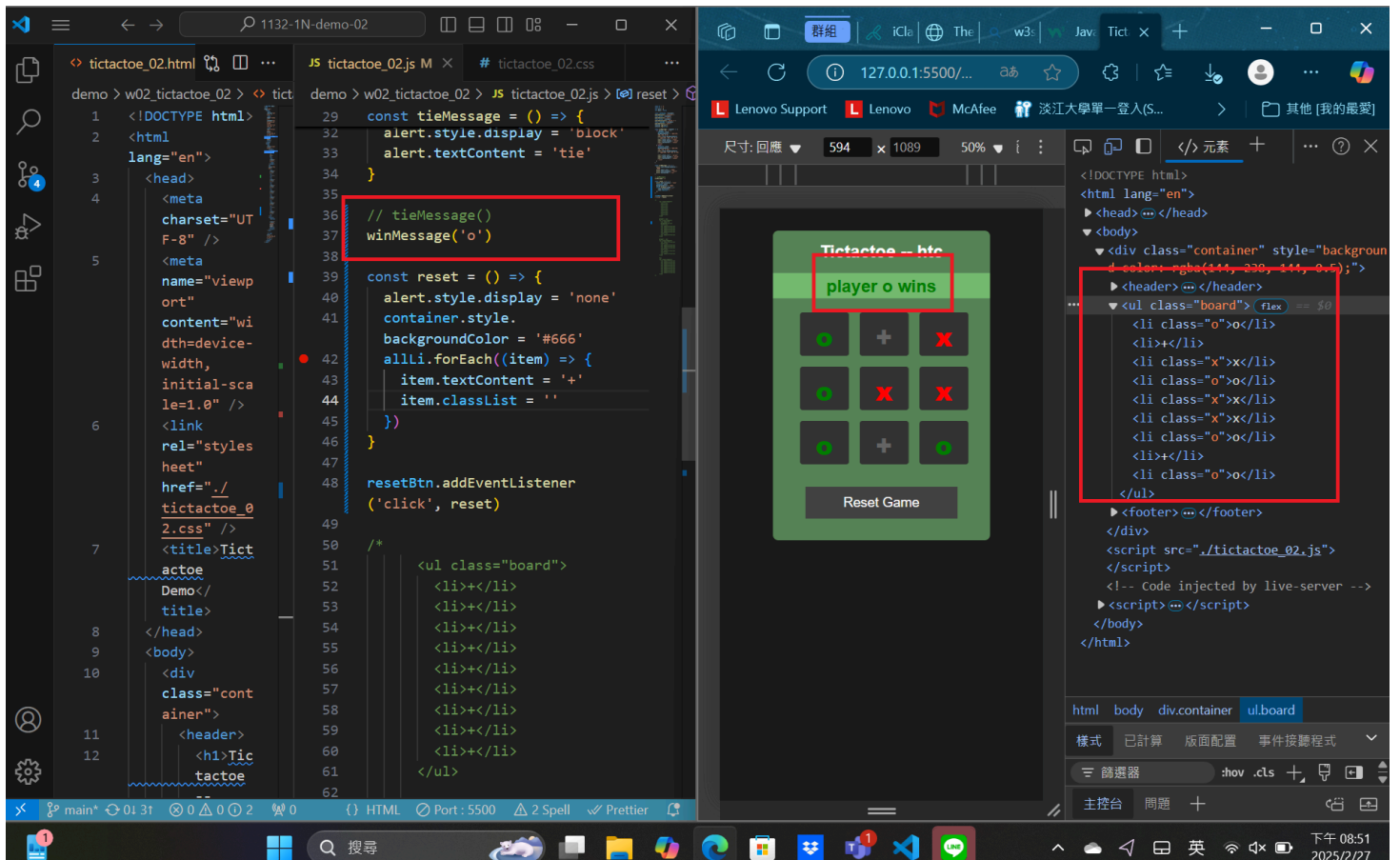
==>tie



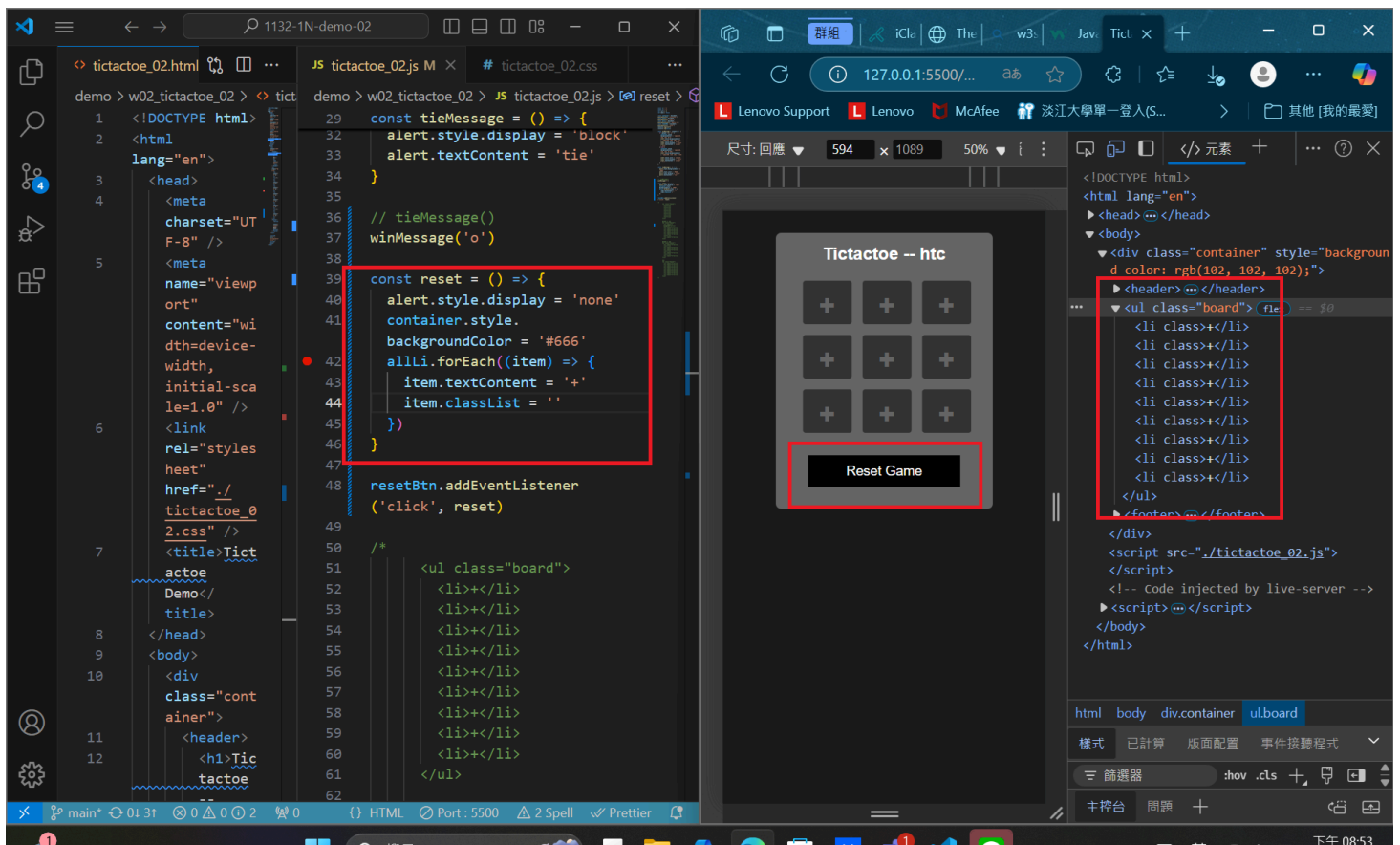
82ff56b apple550678 Thu Feb 27 20:29:39 2025 +0800 ideo: W02-P2: show winning message and 1

# Video: W02-P3: implement reset button

==> initially player o win



==> after reset button is pressed



65a55e1 apple550678 Thu Feb 27 20:56:20 2025 +0800 Video: W02-P3: implement reset button

## W02-logs: git logs of W02

