**Explanation of JavaScript Code**

1. **Setup Event Listener**:
   * document.addEventListener('DOMContentLoaded', function () { ... });: This code runs when the whole page is loaded.
   * const buttons = document.querySelectorAll('button');: Select all the buttons on the page.
   * const display = document.getElementById('box');: Get the display box where the results are shown.
2. **Variables to Track Inputs**:
   * let currentInput = '';: Stores the number you are typing now.
   * let previousInput = '';: Stores the previous number you typed.
   * let operator = '';: Stores the operator (+, -, x, /) you selected.
3. **Add Event Listeners to Buttons**:
   * buttons.forEach(button => { ... });: Loop through each button and add a click event listener.
   * button.addEventListener('click', function () { ... });: Add a click event listener to each button.
4. **Handle Clear Button ('c')**:
   * if (value === 'c') { ... }: If the 'c' button is clicked, clear everything.
5. **Handle Equal Button ('=')**:
   * else if (value === '=') { ... }: If the '=' button is clicked, perform the calculation.
6. **Handle Operator Buttons ('+', '-', 'x', '/')**:
   * else if (['+', '-', 'x', '/'].includes(value)) { ... }: If an operator button is clicked, store the current input and the operator.
7. **Handle Number Buttons (0-9)**:
   * else { ... }: If a number button is clicked, add the number to the current input and update the display.
8. **Evaluate Function**:
   * function evaluate(num1, num2, operator) { ... }: This function performs the actual calculation based on the operator and returns the result as a string.

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