Practical: 11

AIM: Make a calculator using JavaScript.

CODE:

```
<html>
<body background-color: "black">
      <center>
<div class = title >
<h1 style="border:2px solid white;">
Calculator</h1></div>
<input type="button" value="c" onclick="clr()"/> 
<input type="text" id="cc"/>
<!-- clr() function will call clr to clear all value -->
<input type="button" value="+" onclick="dis('+')"/> 
<input type="button" value="1" onclick="dis('1')"/> 
<input type="button" value="2" onclick="dis('2')"/> 
<input type="button" value="3" onclick="dis('3')"/> 
<input type="button" value="-" onclick="dis('-')"/> 
<input type="button" value="4" onclick="dis('4')"/> 
<input type="button" value="5" onclick="dis('5')"/> 
<input type="button" value="6" onclick="dis('6')"/> 
<input type="button" value="*" onclick="dis('*')"/> 
<input type="button" value="7" onclick="dis('7')"/> 
<input type="button" value="8" onclick="dis('8')"/> 
<input type="button" value="9" onclick="dis('9')"/> 
<input type="button" value="/" onclick="dis('/')"/> 
<input type="button" value="." onclick="dis('.')"/> 
<input type="button" value="0" onclick="dis('0')"/> 
<!-- Evaluating function call eval()-->
<input type="button" value="=" onclick="solve()"/>
```

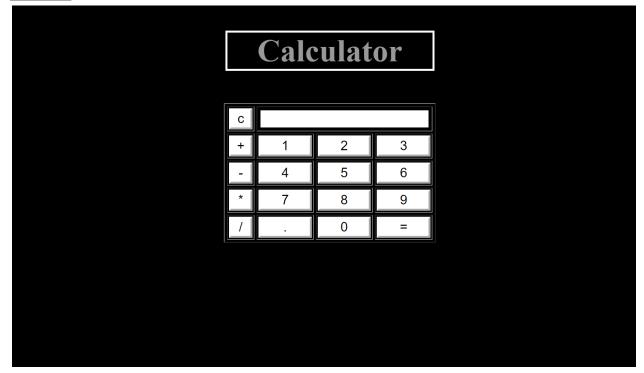
SEIT1010 1

```
<script>
function dis(val)
document.getElementById("cc").value+=val
 }
function solve()
let x = document.getElementById("cc").value
let y = eval(x)
document.getElementById("cc").value = y
}
function clr()
document.getElementById("cc").value = ""
</script>
<style>
       body {
background-color: #000000;
.title{
margin-bottom: 10px;
text-align:center;
width: 210px;
color:#999999;
border: solid black 1px;
input[type="button"]
background-color:#FFFFFF;
color: black;
border-color:#FFFFF;
width:100%;
```

SEIT1010 2

```
input[type="text"]
{
border-radius: 1px;
text-align: right;
background-color:white;
border-color: black;
width:100%
}
</style>
</body>
</html>
```

OUTPUT:



SEIT1010 3