

```
let display = document.getElementById('display');
```

```
function press(value) {  
  display.value += value;  
}
```

```
function calculate() {  
  try {  
    display.value = eval(display.value);  
  } catch {  
    display.value = "Error";  
  }  
}
```

```
function clearDisplay() {  
  display.value = "";  
}
```