

Module 2 - Project3_math_operators Assignment - Model Answer

```
<!--index.html-->

<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <script src="JS/main.js"></script>
  </head>

  <body>
    <h1>Click each line:</h1>
    <hr>
    <p id="Add" onclick="addition()">Addition</p>
    <p id="Sub" onclick="subtraction()">Subtraction</p>
    <p id="Mlt" onclick="multiplication()">Multiplication</p>
    <p id="Div" onclick="division()">Division</p>
    <p id="Ran" onclick="random()">Random</p>
    <p id="Mod" onclick="modulus_operator()">Modulus</p>
    <p id="IncrementText" onclick="Increment()">0</p>
    <p id="DecrementText" onclick="Decrement()">0</p>
  </body>
</html>

//main.js

function addition() { //Defining and naming the addition function
  var add = 1+2;
  document.getElementById("Add").innerHTML = "1 + 2 = " + add; //Print the result in HTML
}

function subtraction() { //Defining and naming the subtraction function
  var sub = 9-7;
  document.getElementById("Sub").innerHTML = "9 - 7 = " + sub; //Print the result in HTML
}

function multiplication() { //Defining and naming the multiplication function
  var mult = 12*5;
  document.getElementById("Mlt").innerHTML = "12 * 5 = " + mult; //Print the result in HTML
}

function division() { //Defining and naming the division function
  var divide = 39/3;
  document.getElementById("Div").innerHTML = "39 / 3 = " + divide; //Print the result in HTML
}

function random() { //Defining and naming the random function
  document.getElementById("Ran").innerHTML = Math.random()*10; //Print the result in HTML
}

function modulus_operator() { //Defining and naming the modulus operator function
  var modulus = 38 % 4;
  document.getElementById("Mod").innerHTML =
    "When you divide 38 by 4 you have a remainder of: " + modulus; //Print the result in HTML
}

function Increment() { //Defining and naming the increment function
  var value = document.getElementById("IncrementText").innerHTML; //Saves the text of the HTML element to a variable

  value++; //Add one to the value

  document.getElementById("IncrementText").innerHTML = value; //Print the result in HTML
}

function Decrement() { //Defining a function and naming it
  var value = document.getElementById("DecrementText").innerHTML; //Saves the text of the HTML element to a variable

  value--; //Subtract one from the value

  document.getElementById("DecrementText").innerHTML = value; //Print the result in HTML
}
```