# Project Calculator

Starting off writing Code Tips:

When starting off in writing code for an app, if the thing you get stuck on will give a big impact then do it, if not, save it for later and don’t bother. Little work big impact is better than big work for small impact.. leave that for later when you fine tune.

Do mockup, css, then javaScript.

Starting off, we made a table to frame out the calculator.

Gave them all classes and stuff since they are similar

Now we structured it, and moved on to styling.

Styled through classes and just played around.

Started orgainzing our variable code, event listener code and functions.

Caching was talked about. Basically assigning something a variable in a function to call upon later I think…

We then noticed theres only once clear button so we assigned it an id.

\*\*Didn’t have time to fix ids in css with display or clear.

Event delegation thing. 1 event listener for all – line 26.

Put listener on the nearest parent that’s going to touch all the other elements that you’re gonna do event listeners to. So basically calc

Add evt to test event object. So you can see the function working.

Did clickedEl.id === ‘display’ to make sure if they click the 0. At the top, nothing will happen. Didn’t just do clickedEl === ‘display’ because that will turn out false.

Line 29

clickedEl.textcontent is basically what element you click, and then it will switch it with the case and run whatever is there.

Check fundamentals for calculator walkthrough

Parsefloat converts a string to a number.

Control command arrows moves entire line down and up.

Shift command d – copies paste