

SOURCE CODE :

```
<!DOCTYPE html>

<html>

<head>

    <title>JavaScript Calculator</title>

    <script src=

"https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.js"

    integrity=

"sha512-BbVEDjbqdn3Eow8+empLMrJlxXRj5nEitiCAK5A1pUr66+jLVejo3PmjlaucRnjlB0P9R3rBU3g5jXc8ti+fQ=="

    crossorigin="anonymous"

    referrerpolicy="no-referrer"></script>

    <script src=

"https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.min.js"

    integrity=

"sha512-

iphNRh6dPbeuPGlrQbCdbBF/qcqadKWL35YPVfMZMHBSI6PLjh1om2xCTWhpVpmUyb4lvVS9iYnnYMkleVXLA=="

    crossorigin="anonymous"

    referrerpolicy="no-referrer"></script>


<style>

    table {

        border: 1px solid black;

        margin-left: auto;

        margin-right: auto;

    }


    input[type="button"] {

        width: 100%;

        padding: 20px 40px;

        background-color: green;

        color: white;
```

```
font-size: 24px;

font-weight: bold;

border: none;

border-radius: 5px;
}
```

```
input[type="text"] {

padding: 20px 30px;

font-size: 24px;

font-weight: bold;

border: none;

border-radius: 5px;

border: 2px solid black;

}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<table id="calcu">
```

```
<tr>
```

```
<td colspan="3"><input type="text" id="result"></td>
```

```
<td><input type="button" value="c" onclick="clr()" /> </td>
```

```
</tr>
```

```
<tr>
```

```
<td><input type="button" value="1" onclick="dis('1')"
onkeydown="myFunction(event)"> </td>
```

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<td><input type="button" value="2" onclick="dis('2')"
onkeydown="myFunction(event)"> </td>
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<td><input type="button" value="3" onclick="dis('3')"
onkeydown="myFunction(event)"> </td>
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```

        <td><input type="button" value="/" onclick="dis('/')"
            onkeydown="myFunction(event)"> </td>
    </tr>
    <tr>
        <td><input type="button" value="4" onclick="dis('4')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="5" onclick="dis('5')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="6" onclick="dis('6')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="*" onclick="dis('*')"
            onkeydown="myFunction(event)"> </td>
    </tr>
    <tr>
        <td><input type="button" value="7" onclick="dis('7')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="8" onclick="dis('8')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="9" onclick="dis('9')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="-" onclick="dis('-')"
            onkeydown="myFunction(event)"> </td>
    </tr>
    <tr>
        <td><input type="button" value="0" onclick="dis('0')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="." onclick="dis('.')"
            onkeydown="myFunction(event)"> </td>
        <td><input type="button" value="=" onclick="solve()"> </td>

        <td><input type="button" value="+" onclick="dis('+')"

```

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        onkeydown="myFunction(event)"> </td>

</tr>

</table>

<script>

function dis(val) {

    document.getElementById("result").value += val

}

function myFunction(event) {

    if (event.key == '0' || event.key == '1'

        || event.key == '2' || event.key == '3'

        || event.key == '4' || event.key == '5'

        || event.key == '6' || event.key == '7'

        || event.key == '8' || event.key == '9'

        || event.key == '+' || event.key == '-'

        || event.key == '*' || event.key == '/')

        document.getElementById("result").value += event.key;

    }

var cal = document.getElementById("calcu");

cal.onkeyup = function (event) {

    if (event.keyCode === 13) {

        console.log("Enter");

        let x = document.getElementById("result").value

        console.log(x);

        solve();

    }

}

function solve() {

```

```

        let x = document.getElementById("result").value

        let y = math.evaluate(x)

        document.getElementById("result").value = y
    }

    // Function that clear the display

    function clr() {

        document.getElementById("result").value = ""

    }</html>
</script>
</body>
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        || event.key == '6' || event.key == '7'
        || event.key == '8' || event.key == '9'
        || event.key == '+' || event.key == '-'
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        document.getElementById("result").value += event.key;
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        console.log("Enter");
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```

        let x = document.getElementById("result").value

        console.log(x);

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    }

    function solve() {

        let x = document.getElementById("result").value

        let y = math.evaluate(x)

        document.getElementById("result").value = y

    }

    function clr() {

        document.getElementById("result").value = ""

    }

</script>

</body>

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```

OUTPUT:

