<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Simple Web Calculator</title>

<link rel="stylesheet" href="calli.css">

</head>

<body>

<div class="calculator">

<!-- Display screen -->

<input type="text" id="display" readonly>

<!-- Buttons -->

<div class="buttons">

<button onclick="press('7')">7</button>

<button onclick="press('8')">8</button>

<button onclick="press('9')">9</button>

<button onclick="press('/')">/</button>

<br>

<button onclick="press('4')">4</button>

<button onclick="press('5')">5</button>

<button onclick="press('6')">6</button>

<button onclick="press('\*')">\*</button>

<br>

<button onclick="press('1')">1</button>

<button onclick="press('2')">2</button>

<button onclick="press('3')">3</button>

<button onclick="press('-')">-</button>

<br

<button onclick="press('0')">0</button>

<button onclick="clearDisplay()">C</button>

<button onclick="press('+')">+</button>

<button onclick="calculate()">=</button>

</div>

</div>

<script src="callin.js"></script>

</body>

</html>

body {

display: flex;

justify-content: center;

align-items: center;

height: 100vh;

font-family: Arial, sans-serif;

margin: 0;

background-color: #f4f4f4;

}

.calculator {

width: 250px;

padding: 20px;

border: 2px solid #ccc;

border-radius: 10px;

background: #fff;

box-shadow: 0 5px 15px rgba(0, 0, 0, 0.1);

}

#display {

width: 100%;

height: 40px;

margin-bottom: 10px;

text-align: right;

font-size: 20px;

padding: 5px;

border: 1px solid #ccc;

border-radius: 5px;

}

.buttons button {

width: 50px;

height: 50px;

margin: 5px;

font-size: 18px;

cursor: pointer;

border: none;

border-radius: 5px;

background-color: #e0e0e0;

transition: background-color 0.3s;

}

.buttons button:hover {

background-color: #d0d0d0;

}

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

// Function to handle button presses

function press(value) {

display.value += value; // Append the value to the display

}

// Function to clear the display

function clearDisplay() {

display.value = ''; // Clear the input field

}

// Function to evaluate the expression

function calculate() {

try {

display.value = eval(display.value); // Use eval to calculate the result

} catch (error) {

display.value = 'Error'; // Display error if the expression is invalid

}

}