**1 + 2 +:** (should get ‘3’) DONE

1 – numberString starts 🡪 ‘1’

+ - operator set as ‘+’ 🡪 firstNumber is set as ‘1’ 🡪 numberString = ‘’ 🡪 beginSecondNumber = true

2 – numberString starts 🡪 ‘2’ 🡪 beginSecondNumber = false

+ - secondNumber is set as ‘2’ 🡪 calculate Value 🡪 display = calculatedValue = firstNumber 🡪

**1 + 2 + 3 =** : (currently equaling 36 🡪 should equal 6) DONE

**1 -1 = 0 + 2 =** : (currently equaling ‘2=’ 🡪 should equal 2) DONE

1 – numberString starts 🡪 ‘1’

- – operator set as ‘-‘ 🡪 firstNumber set as ‘1’ 🡪 numberString reset to ‘’ 🡪 beginSecondNumber = true

1 – numberString starts 🡪 ‘1’ 🡪 beginSecondNumber = false

= - calculatedValue = 0 🡪

**Selecting multiple operators incorrectly needs an error or to ignore** – IDEA: have *if (operator)* earlier on in *display()* to catch and output error - FIXED (Lines 84-88)

**Decimal**: (currently starts decimal but removes and replaces with next number, though it calculates properly) - DONE

**Equals adds ‘=’ to display/numberString if no firstNumber and/or operator** DONE

**1 – 1 + 8 / 2** 🡪 getting 10 🡪 should be 4 FIXED? – Line 120

1. Several operations - **DONE**

2. Round answers with long decimals so it doesn’t overflow - **DONE**

3. Fix incorrect ‘=’ - **DONE**

4. clear() - **DONE**

5. Divide by 0 - **DONE**

6. Decimal (see above) - **DONE**

7. CSS

8. Backspace

9. Keyboard