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#include <stdio.h>

int main()

{

html>

<head>

<script>

//function that display value

function dis(val)

{

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

}

//function that evaluates the digit and return result

function solve()

{

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

let y = eval(x)

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

}

//function that clear the display

function clr()

{

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

}

</script>

<!-- for styling -->

<style>

.title{

margin-bottom: 10px;

text-align:center;

width: 210px;

color:green;

border: solid black 2px;

}

input[type="button"]

{

background-color:green;

color: black;

border: solid black 2px;

width:100%

}

input[type="text"]

{

background-color:white;

border: solid black 2px;

width:100%

}

</style>

</head>

<!-- create table -->

<body>

<div class = title >GeeksforGeeks Calculator</div>

<table border="1">

<tr>

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

<!-- clr() function will call clr to clear all value -->

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

</tr>

<tr>

<!-- create button and assign value to each button -->

<!-- dis("1") will call function dis to display value -->

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

<td><input type="button" value="2" onclick="dis('2')"/> </td>

<td><input type="button" value="3" onclick="dis('3')"/> </td>

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

</tr>

<tr>

<td><input type="button" value="4" onclick="dis('4')"/> </td>

<td><input type="button" value="5" onclick="dis('5')"/> </td>

<td><input type="button" value="6" onclick="dis('6')"/> </td>

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

</tr>

<tr>

<td><input type="button" value="7" onclick="dis('7')"/> </td>

<td><input type="button" value="8" onclick="dis('8')"/> </td>

<td><input type="button" value="9" onclick="dis('9')"/> </td>

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

</tr>

<tr>

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

<td><input type="button" value="0" onclick="dis('0')"/> </td>

<!-- solve function call function solve to evaluate value -->

<td><input type="button" value="=" onclick="solve()"/> </td>

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

</tr>

</table>

</body>

</html>

Output:

At first-

After entering some data-

return 0;

}. print