

~\temp.js

```
1  let celsiusInput = document.querySelector('#celcius > input')
2  let fahrenheitInput = document.querySelector('#fahrenheit > input')
3  let kelvinInput = document.querySelector('#kelvin > input')
4
5  let btn = document.querySelector('.button button')
6
7  function roundNumber(number){
8      return Math.round(number*100)/100
9  }
10
11 celsiusInput.addEventListener('input', function(){
12     let cTemp = parseFloat(celsiusInput.value)
13     let fTemp = (cTemp*(9/5)) + 32
14     let kTemp = cTemp + 273.15
15
16     fahrenheitInput.value = roundNumber(fTemp)
17     kelvinInput.value = roundNumber(kTemp)
18 })
19
20 fahrenheitInput.addEventListener('input', function(){
21     let fTemp = parseFloat(fahrenheitInput.value)
22     let cTemp = (fTemp - 32) * (5/9)
23     let kTemp = (fTemp - 32)*(5/9) + 273.15
24
25     celsiusInput.value = roundNumber(cTemp)
26     kelvinInput.value = roundNumber(kTemp)
27 })
28 kelvinInput.addEventListener('input', function(){
29     let kTemp = parseFloat(kelvinInput.value)
30     let cTemp = ktemp - 273.15
31     let fTemp = (ktemp - 273.15) * (9/5) + 32
32
33     celsiusInput.value = roundNumber(cTemp)
34     fahrenheitInput.value = roundNumber(fTemp)
35 })
36
37 btn.addEventListener('click', () => {
38     celciusInput.value = " "
39     fahrenheitInput.value = " "
40     kelvinInput.value = " "
41 })
42
43
```