**Homework 2**

**10 Pts**

Introduction

This homework is intended for you to work with events and functions in JS. However, due to the nature of events, you will also begin working with HTML and connecting your JS to events that occur on the HTML page.

Your objective for this assignment is to create a basic working calculator on the HTML page. While the basic elements of this calculator should be in the form of HTML elements, such as inputs; all the functionality should be created using JS functions and events. Note that variables and scopes are still important for this application.

Follow the steps below and be sure to push your files to git before the due date. The due date is Thursday February 13th, 2020. Once graded; you will be able to perform a pull to get your grade and see any notes I have left. If you have any questions at all, do not hesitate to let me know.

Requirements (AC)

1. Start with an index.html or calculator.html file for the project, ideally be in a HW2 dir.
2. All JS functionality should be in a calculator.js file included in the HTML file above.
3. The calculator should have an input or label element on the top of the page for the display. \*
4. The calculator should have 10 buttons below the display element numbered 0 through 9.
5. The calculator should at least 4 operation buttons as well.
6. One operation should be for addition and have an + symbol displayed on it.
7. One operation should be for subtraction and have an - symbol displayed on it.
8. One operation should be for multiplication and have an \* symbol displayed on it.
9. One operation should be for division and have an / or % symbol displayed on it.
10. Each button above should have an event associated with it that fires a function on click.
11. These functions will need to save data in variables to remember the numbers that users enter.
12. There should also be a button with an = sign that calculates a result when clicked.

\* If you are not comfortable updating the page yet, you can perform all your display operations in the dev console using console.log.

**Extra Credit (2pts):** Create functionality using keyboard events so that users can interact with the calculator using their keyboards in addition to clicking buttons with their mouse.