Homework Assignment #3

Objectives:

To learn JS basics.

Description of the assignment

In this part of the assignment, you are going to create a calculator using JS and HTML. Your calculator should look exactly like this screen shot:

Simple calculator



If you are going to do the bonus part, the buttons may look slightly different.

This calculator should be extreamly basic. It should be able to add, subtract, multiply, divide numbers. Keep things basic. There are no parenthesis, so you do not have to worry about any complications. The user will enter a number by clicking the buttons, then the user will click an operation and finally he will enter a second number. At this point you should already display the result. The user may, however, keep going by clicking on another operation and then a third number. Now the calculation should be carried out between the first result and this third number etc.

Here are some images of what entering 73+52 should look like

Simple calculator





Simple calculator





Simple calculator S

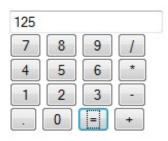
Simple calculator







Simple calculator





The result display

At this point we do not know how to manipulate text in text boxes via JS so I will give you a template for this assignment that contains a function that you will use to write text into a text box.

The template for this assignment can be found here

Do not change the function I provided for you. Do not use JS eval function

Note that only thing my function does is to display a string it is given to. Use it as you see fit.

Bonus

- Style the calculator: 1pt possible. Grader will determine if the calculator looks "good".
- Add extended scientific functions to the calculator: 1pt possible

The pages you MUST have

• hw3.html

Make sure you save all files in CCLE as well as in your public html folder.

Grade Breakdown:

File	Criteria	Points
hw3.html	Passed W3C Validation	20 points
Code works	s -10 points for each bug	80 pts possible
Bonus	Bonus questions detailed above	e up to 2pts possible
Total		100 points 102 with bonus