Here's the full code in a single document format that combines the HTML, JavaScript, and the logic for both the basic and scientific calculators within a Salesforce LWC (Lightning Web Component).

Full Code for CalculatorApp (LWC)

calculatorApp.html (Main Render Component)

html

Copy code

<!-- Main render component -->

<!-- Basic Calculator template -->

<!-- Scientific Calculator template -->

```
<template if:true={isScientificMode}>
    <!-- Scientific calculator interface with additional advanced
functions -->
    <div class="scientific-calculator">
        <h2>SCIENTIFIC CALCULATOR</h2>
        <div>
            <!-- Add the display and buttons layout for scientific
operations here -->
        </div>
    </div>
</template>
```

calculatorApp.js (JavaScript Logic)

```
iavascript
```

```
Copy code
import { LightningElement } from 'lwc';
import basicTemplate from './calculator.html';
import scientificTemplate from './scientificCalculator.html';
import calculatorRender from './calculatorRender.html';
export default class CalculatorApp extends LightningElement {
    chosenTemplate = null;
    result = '';
    isBasicMode = false;
    isScientificMode = false;
    render() {
        return this.chosenTemplate === 'Basic' ? basicTemplate :
               this.chosenTemplate === 'Scientific' ?
scientificTemplate :
               calculatorRender;
    }
    handleBasicCalculatorClick() {
        this.chosenTemplate = 'Basic';
        this.isBasicMode = true;
```

```
this.isScientificMode = false;
    this.result = ''; // Reset on switching
}
handleScientificCalculatorClick() {
    this.chosenTemplate = 'Scientific';
    this.isScientificMode = true;
    this.isBasicMode = false;
   this.result = ''; // Reset on switching
}
handleButtonClick(event) {
    const value = event.target.label;
   this.result += value;
}
handleCalculate() {
    try {
        this.result = eval(this.result);
    } catch (error) {
       this.result = 'Error';
    }
}
handleClear() {
   this.result = '';
}
handleBackspace() {
    this.result = this.result.slice(0, -1);
}
handleSquare() {
   this.result = Math.pow(parseFloat(this.result), 2);
}
handleSqrt() {
    this.result = Math.sqrt(parseFloat(this.result));
```

```
}
    handleSin() {
        this.result =
Math.sin(this.toRadians(parseFloat(this.result)));
    handleCos() {
        this.result =
Math.cos(this.toRadians(parseFloat(this.result)));
    }
    handleTan() {
        this.result =
Math.tan(this.toRadians(parseFloat(this.result)));
    }
    handleLog() {
        this.result = Math.log10(parseFloat(this.result));
    }
    handleCbrt() {
        this.result = Math.cbrt(parseFloat(this.result));
    }
    handleClose() {
        this.chosenTemplate = null;
        this.result = '';
    }
    toRadians(value) {
        return (value * Math.PI) / 180;
    }
}
```

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Notes:

- This LWC project allows you to switch between a Basic Calculator and a Scientific Calculator using buttons.
- It handles operations like addition, subtraction, square roots, trigonometric functions (sin, cos, tan), logarithms, and cube roots.
- The render method in calculatorApp.js dynamically loads the appropriate template (basic Template or scientific Template) based on the mode selected.
- The handleButtonClick method handles the input for calculator buttons, and handleCalculate evaluates the mathematical expression entered.