

Calculator

Create a calculator

importance: 5

Create an object `calculator` with three methods:

`read()` prompts for two values and saves them as object properties with names `a` and `b` respectively.

`sum()` returns the sum of saved values.

`mul()` multiplies saved values and returns the result

```
let calculator = {
  sum() {
    return this.a + this.b;
  },

  mul() {
    return this.a * this.b;
  },

  read() {
    this.a = +prompt('a?', 0);
    this.b = +prompt('b?', 0);
  }
};

calculator.read();
alert( calculator.sum() );
alert( calculator.mul() );
```