UNIT CONVERTER

// save number (20) to a variable in code

* <h2 id="number-input">0</h2>
* let number = 20
* let numberInput = document.getElementById("number-input")
* numberInput.textContent = number

// when app loads, do calculations and display the results

* <p>Length (Meter/Feet)</p>
* <p id="meter-feet"></p>
* <p>Volume (Liters/Gallons)
* <p id="liter-gallon"></p>
* <p>Mass (Kilograms/Pounds)</p>
* <p id="kilo-pound"></p>
* let meter = number \* 3.280 + " ft"
* let foot = number \* 0.304 + " m"
* let liter = number \* 0.264 + " gal"
* let gallon = number \* 3.785 + " L"
* let kilo = number \* 2.204 + " lbs"
* let pound = number \* 0.453 + " kg"
* let length = document.getElementById("meter-feet")
* let volume = document.getElementById("liter-gallon")
* let mass = document.getElementById("kilo-pound")
* function meterFoot() {
* length.textContent = number + " " + "meters" + " = " + meter + " | " + number + " " + "feet" + " = " + foot
* }
* meterFoot()
* function literGallon() {
* volume.textContent = number + " " + "liters" + " = " + liter + " | " + number + " " + "gallons" + " = " + gallon
* }
* literGallon()
* function kiloPound() {
* mass.textContent = number + " " + "kilos" + " = " + kilo + " | " + number + " " + "pounds" + " = " + pound
* }
* kiloPound()

// round to 3 decimal places

* let meter = number \* 3.28084
* let m = meter.toFixed(3) + " ft"