**Calculator using JS Challenge - PSEUDOCODE**

1. a button is clicked
   1. type of action associated with the button gotten
   2. text on the button is gotten
   3. current display state gotten
   4. if (button is a number)
      1. if (current display is 0)
         1. update display with number pressed
      2. else
         1. add number to the current display
   5. if (button is an operator)
      1. store the current display
      2. store the action associated to the operator
      3. track the last button pressed as an operator button
   6. if (button is clear)
      1. reset display to 0
      2. clear all stored value
   7. if (button is decimal)
      1. check that there is not already a decimal on the display
         1. add decimal to the current display
      2. if pressed after an operator button
         1. add “0.” to display
   8. if (button is equals)
      1. store current display
      2. retrieve any previously stored displayed numbers
      3. retrieve any operator actions
      4. calculate result from stored display numbers and operator
      5. update display with calculated result
2. calculate result after equals button pressed
   1. convert strings to floats
   2. determine action associated with the operator
      1. if operator is add
      2. if operator is subtraction
      3. if operator is multiply
      4. if operator is division
   3. return result of calculation