 **Initialization**:

* currentInput variable initialized to an empty string ('') to store the current input value displayed on the calculator.

 **appendToDisplay(char)**:

* This function appends a character (number or operator) to the currentInput string.
* updateDisplay() is called to update the display with the current input after appending.

 **clearDisplay()**:

* Resets currentInput to an empty string (''), effectively clearing the display.
* Calls updateDisplay() to reflect the cleared display state visually.

 **calculate()**:

* Uses eval(currentInput) to evaluate the mathematical expression stored in currentInput.
* Updates the main display ('display' element) with the calculated result using textContent.
* Displays the '=' sign on the left ('equals' element) to indicate the completion of the calculation.
* Converts the result to a string and assigns it back to currentInput for potential further operations.

 **updateDisplay()**:

* Updates the main display ('display' element) with the current value of currentInput.
* Clears the '=' sign from the 'equals' element to maintain visual clarity when updating the input.

### Usage of Comments:

* Comments provide a clear explanation of what each function does and how they contribute to the overall functionality of the calculator.
* They help other developers (and yourself in the future) understand the code quickly without needing to decipher each line.
* Comments clarify the purpose of variables (currentInput), functions (appendToDisplay, clearDisplay, calculate, updateDisplay), and the rationale behind using certain methods (eval() for simplicity in this basic example).

These comments enhance the code's readability and maintainability, making it easier to modify or expand the calculator's functionality in the future. Adjustments or additions can be made to these comments based on further enhancements or modifications to the calculator's functionality.

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