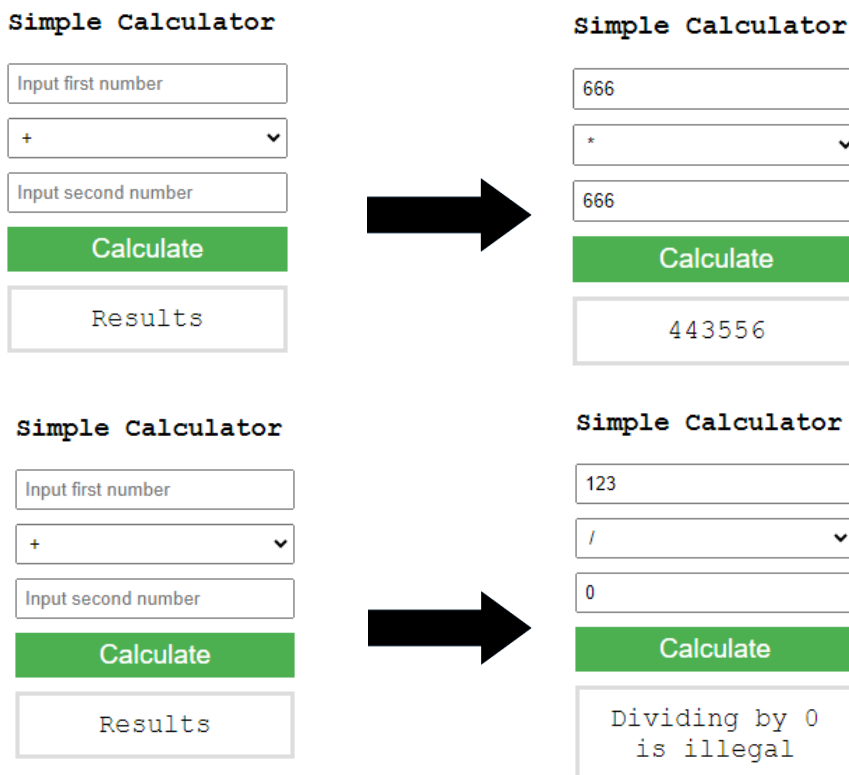# Exercise 5

1. Please create a simple calculator application that allows the user to input two numbers and select an operator (addition, subtraction, multiplication, division). Upon clicking the "Calculate" button, the application should display the result on the interface. The application should include the following features:

    (1) Two input boxes for entering the operands.

    (2) A select box (dropdown menu) for selecting the operator.

    (3) A "Calculate" button that performs the computation when clicked.

    (4) An area to display the calculation result, presented in a clear manner.

    (5) The "divide by 0" error should be detected.

    Please utilize HTML, CSS, and JavaScript to accomplish this application, ensuring that the code is well-structured, readable, and fully functional.

    Expected User Interfaces:

Hint:

- Please check the provided CSS to write appropriate HTML and JavaScript.
- Please study how to get/set values from/to a DOM element.

2. Please develop a simple application that displays the images of baseball based on the user's input (type: number). The user can input the side length and choose to draw a triangle, draw a square, or draw a special square. The expected user interfaces are as follows: (The image files are *baseball.jpg, baseball-x.jpg.* and *blank.png.* Should re-size the images to 50x50px)

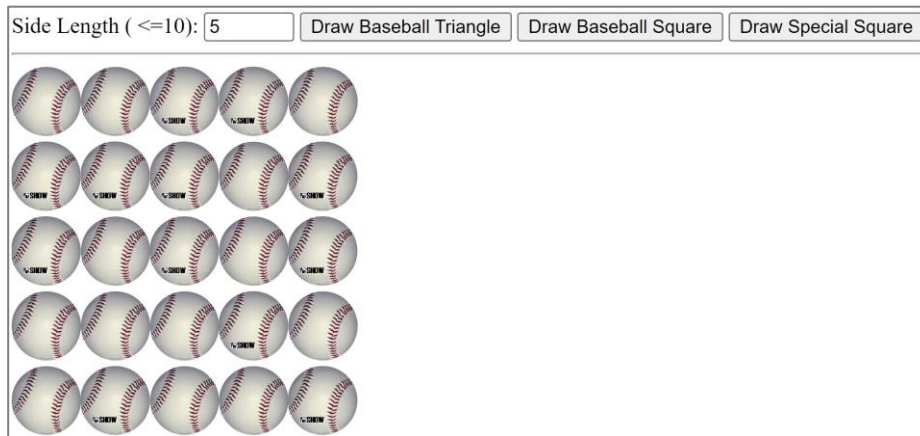In the initial page:

If choosing "Draw Baseball Triangle":

If choosing "Draw Baseball Square":

If choosing "Draw Special Square":

Note that 1/3 of baseball images may be replaced by the special image, baseball-x.jpg, in the special square mode.

Besides, if the user inputs an invalid value (< 0 or >10), this program will show a popup dialog, and set the input value as the default value 5.

Hint:
- The images are suggested to be shown in a *div* element.
- Suggest to use "*blank.png*" to leave spaces to build correct triangles.
- Math.random(): https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/random.