Scripting Language Lab

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Section: A

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Create a calculator app using Angular which is capable of performing following operations: 1. Addition of two numbers 2. Subtraction of two numbers 3. Multiplication of two numbers 4. Division of two numbers 5. Factorial of a number 6. Checking if a given number is Prime or not

App.component.ts

```
@Component({
   selector: 'app-root',
   templateUrl: './app.component.html',
   styleUrls: ['./app.component.css']
              styleUris: ['./app.compone
})
export class AppComponent {
  title = 'calculator';
  subDisplayText = '';
  mainDisplayText = '';
                  operand1!: number;
operand2!: number;
operator ;
                   operator ;
calculationString = ;
                   operatorSet = false:
                        Pesskey(key: string) {
    if (key === ''' || key === ''' || key === '+'|| key === 'Factorial'|| key === 'Prime') {
        const lastKey = this.mainDisplayText[this.mainDisplayText.length - 1];
    if (lastKey === '/' || lastKey === ''| lastKey === '+'|| key === 'Factorial'|| key === 'Prime') {
        this.operatorSet = true;
    }
                            }
if ((this.operatorSet) || (this.mainDisplayText === '')) {
                           return,
}
this.operand1 = parseFloat(this.mainDisplayText);
this.operator = key;
this.operatorSet = true;
                        this.mainDisplayText =
                        this.subDisplayText = '';
this.operatorSet = false;
                                this.calculationString = this.mainDisplayText;
this.operand2 = parseFloat(this.mainDisplayText.split(this.operator)[1]);
                               this.operandz = parser lost (chr.mainstapp)
if (this.operandr === '/') {
    this.subDisplayText = this.mainDisplayText;
    this.mainDisplayText = (this.operand1 / this.operand2).toString();
    this.subDisplayText = this.calculationString;
    if (this.mainDisplayText.length > 9) {
        this.mainDisplayText = this.mainDisplayText.substr(0, 9);
    }
}
                                } else if (this.operator === 'x') {
                                     else if (this.operator === 'x') {
    this.subDisplayText = this.mainDisplayText;
    this.mainDisplayText = (this.operand1 * this.operand2).toString();
    this.subDisplayText = this.calculationString;
    if (this.mainDisplayText.length > 9) {
        this.mainDisplayText = 'ERROR';
        this.subDisplayText = 'Range Exceeded';
    }
}
                               } else if (this.operator === '-') {
   this.subDisplayText = this.mainDisplayText;
   this.mainDisplayText = (this.operand1 - this.o
   this.subDisplayText = this.calculationString;
                                                                                                                                                              this.operand2).toString();
                               this.subDisplayText = this.calculationString;
} else if (this.operator === '+') {
    this.subDisplayText = this.mainDisplayText;
    this.mainDisplayText = (this.operand1 + this.operand2).toString();
    this.subDisplayText = this.calculationString;
    if (this.mainDisplayText.length > 9) {
        this.mainDisplayText = 'ERROR';
        this.subDisplayText = 'Range Exceeded';
}
```

```
this.subDisplayText = this.mainDisplayText;
      this.mainDisplayText = (factorial).toString();
      this.subDisplayText = this.calculationString;
      if (this.mainDisplayText.length > 9) {
        this.mainDisplayText = 'ERROR';
       this.subDisplayText = 'Range Exceeded';
    else if (this.operator === 'Prime') {
     this.subDisplayText = this.mainDisplayText;
      this.mainDisplayText = (isPrime(this.operand1)).toString();
      this.subDisplayText = this.calculationString;
     if (this.mainDisplayText.length > 9) {
       this.mainDisplayText = 'ERROR';
       this.subDisplayText = 'Range Exceeded';
   else {
    this.subDisplayText = 'ERROR: Invalid Operation';
   this.answered = true;
function isPrime(num: number) {
 for(var i = 2; i < num; i++)</pre>
   if(num % i === 0) return 'Not Prime';
 return 'Prime';
function calcFact( num: number )
     var fact = 1;
      for( i = 1; i <= num; i++ )
      fact = fact * i;
      return fact;
```

App.component.html

```
☐ app.component.html × ☐ app.component.css
calculator > src > app > 🥫 app.component.html > 🔗 body > 😪 div.container > 🔗 div.row > 🛇 div.col-md-4 > 🔗 div.base > 🛇 div.keypad > 🔗 table > 🔗 tr > 🔗 td.keys.opkey
         <div class="row">
    <div class="col-md-4"></div>
            <div class="base">
             {{ mainDisplayText }}
             </div>
<div class="keypad">

                 AC
/

<
                 <dd class="keys numkey" (click)="pressKey('3')">3
<dd class="keys numkey" (click)="pressKey('2')">>2
<dd class="keys numkey" (click)="pressKey('1')">1
<dd class="keys numkey" (click)="pressKey('1')">1

                  .
class="keys equalkey" (click)="getAnswer()">=

                 Factorial
                           <-u class= keys equalkey (click)= getAnswer() >=</tu></tu></tu>
                        Factorial
                       Prime
              <div class="col-md-4"></div>
```

App.component.css

```
    ∃ app.component.css ×

calculator > src > app > 3 app.component.css > % .base
     body {
      background-color: □#000000;
      box-shadow: 0px 0px 0px 10px □#666;
      border: 5px solid □black;
      border-radius: 10px;
     .base {
      background: | black;
      margin-top: 5vh;
      margin-left: 65vh;
 10
      border: 3px solid □black;
       width: 35%;
     .maindisplay {
      background: 🖽 #3A4655;
     height: 20vh;
      padding: 5% !important;
      font-size: 4rem;
      text-align: right;
      font-family: Courier, monospace;
      overflow: auto;
     .subdisplay {
      border-bottom: 1px solid ■#727B86;
      height: 15%;
      font-size: 2rem;
      overflow: auto;
     .keypad {
      height: calc(50%);
     .keys {
      margin: 0;
      height: 5%;
      background: whitesmoke;
      color: #425062;
     padding: 5%;
```

Output:

