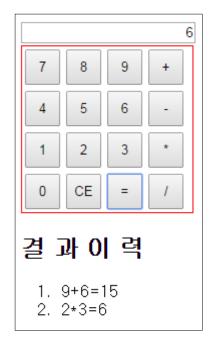
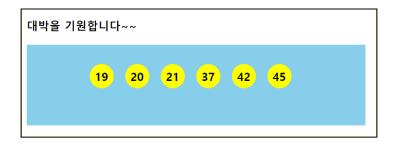


- ❖ 학습해야 할 내용
- Web Front-End 관련 기술
- Javascript & jQuery
- 1. 계산기 프로그램을 jQuery로 변경하여 보자.



2. 로또 프로그램을 jQuery로 변경하여 보자.





#### | Calculator.html

```
<!DOCTYPE html>
<html>
<head>
<meta charset="EUC-KR">
<title>Calculator</title>
<script src="http://code.jquery.com/jquery-1.10.2.js"></script>
<script type="text/javascript">
   var formula = '';
   var result = 0:
   $(function() {
        $('input[type="button"]').click(function() {
            var input = $(this).val();
            if (input == 'CE') {
                formula = '';
                $('#result').val(formula);
            } else if (input == '=') {
                $('#result').val(eval(formula));
                formula = '';
            } else {
                formula = formula + input;
                $('#result').val(formula);
        });
   });
</script>
```



#### | Calculator.html

```
<style type="text/css">
   .button {
       width: 50px;
       height: 50px;
       margin: 2px;
   }
   div {
       width: 240px;
       height: 240px;
       border: 1px solid black;
   </style>
</head>
<body>
<input type="text" value=0.0 id="result" name="result" />
    <div id="plate">
        <input type="button" id="7" value="7" class="button"/>
        <input type="button" id="8" value="8" class="button"/>
        <input type="button" id="9" value="9" class="button"/>
        <input type="button" id="+" value="+" class="button"/>
        <input type="button" id="4" value="4" class="button"/>
        <input type="button" id="5" value="5" class="button"/>
        <input type="button" id="6" value="6" class="button"/>
        <input type="button" id="-" value="-" class="button"/>
        <input type="button" id="1" value="1" class="button"/>
        <input type="button" id="2" value="2" class="button"/>
        <input type="button" id="3" value="3" class="button"/>
        <input type="button" id="*" value="*" class="button"/>
        <input type="button" id="0" value="0" class="button"/>
        <input type="button" id="CE" value="CE" class="button"/>
        <input type="button" id="=" value="=" class="button"/>
        <input type="button" id="/" value="/" class="button"/>
    </div>
</body>
</html>
```



#### | Lotto.html

```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<title>Insert title here</title>
<script src="jquery-1.11.1.min.js"></script>
<style type="text/css">
    div{
        background: skyblue;
        width: 500px;
        height : 70px;
        padding : 2em;
        text-align: center;
    }
    .number{
        display: inline-block;
        width: 40px;
        height: 40px;
        border-radius : 20px;
        color : black;
        background: yellow;
        margin-right: 1em;
        text-align: center;
        line-height:40px;
        font-size: 120%;
        font-weight: bold;
</style>
```



#### | Lotto.html

```
<script type="text/javascript">
    var numbers;
    var count = 0;
    var intervalId;
    function startGame(){
        numbers = selectNumber();
        intervalId = setInterval(displayNumber,1000);
    }
    function selectNumber(){
        var numbers = new Array(6);
        var flags = new Array(46);
        for(var i=0; i<flags.length; ++i){</pre>
            flags[i] = false;
        }
        for(var i=0; i<numbers.length; ++i){</pre>
            var number;
            do{
                 number = Math.floor(Math.random() * 45) + 1;
            }while(flags[number]==true);
            numbers[i] = number;
            flags[number] = true;
        }
        numbers.sort(function(left,right){
            return left-right;
        });
        return numbers;
```



### | Lotto.html

```
function displayNumber(){
    $("#result").append( "<span class='number'>" +numbers[count++]+"</span>");
    if(count == 6){
        clearInterval(intervalId);
    }
}

window.onload = startGame;
</script>

</head>

</head>

</head>

</hody>

</h3>

</div id="result">

</div>
</hody>
</hod>
```