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cd /home/event/discovery_piscine
cd cell34
cd ex04
mkdir ex02bis
cd ex02bis

// Aller sur https://jquery.com/download/ et faire un clic droit
// sur "Download the uncompressed, development jQuery 3.7.1" puis enregistrer la cible du lien sous...
// Sélectionner le dossier /home/event/discovery_piscine/cell34/ex04/ex00bis

cp /home/event/discovery_piscine/cell32/ex02/calc.html calc.html

vim calc.html
i

<!DOCTYPE html>
<html lang="en">
  <head>
    <title>Calc</title>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <style>
      html, body, .container {
        height: 100%;
      }

      body {
        margin: 0;
      }

      .container {
        display: flex;
        justify-content: center;
        align-items: center;
      }
    </style>
  </head>
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<body>
  <div class="container">
    <form id="calc-form" method="post" action="">
      <input type="text" required id="left-member-input" name="left-member">
      <select required id="operator-select" name="operator">
        <option value="+">+</option>
        <option value="-">-</option>
        <option value="*">*</option>
        <option value="/">/</option>
        <option value="%">%</option>
      </select>
      <input type="text" required id="right-member-input" name="right-member">
      <input type="submit" value="Try me!">
    </form>
  </div>
  // lien vers jquery
  <script src="jquery-3.7.1.js"></script>
  <script>
    // JQUERY
    $(document).ready(function() {
      // JQUERY
      const formElem = $("#calc-form");
      // JQUERY
      const leftMemberInputElem = $("#left-member-input");
      // JQUERY
      const operatorSelectElem = $("#operator-select");
      // JQUERY
      const rightMemberInputElem = $("#right-member-input");
      const errorMessage = ["It's over 9000!", "Error :(", "Please, use me ..."];

      // JQUERY
      formElem.on("submit", function(event) {
        event.preventDefault();

        // JQUERY : on utilise .val() au lieu de .value
        let leftMemberValue = parseInt(leftMemberInputElem.val(), 10);
        let operatorValue = operatorSelectElem.val();
        let rightMemberValue = parseInt(rightMemberInputElem.val(), 10);
      });
    });
  </script>

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        if (leftMemberValue >= 0 && rightMemberValue >= 0) {
            switch(operatorValue) {
                case "+":
                    display(leftMemberValue + rightMemberValue);
                    break;
                case "-":
                    display(leftMemberValue - rightMemberValue);
                    break;
                case "*":
                    display(leftMemberValue * rightMemberValue);
                    break;
                case "/":
                    if (rightMemberValue === 0)
                        display(errorMessage[0]);
                    else
                        display(leftMemberValue
                            / rightMemberValue);
                    break;
                case "%":
                    if (rightMemberValue === 0)
                        display(errorMessage[0]);
                    else
                        display(leftMemberValue
                            % rightMemberValue);
                    break;
            }
        }
        else
            alert(errorMessage[1]);
    });

    function display(message) {
        alert(message);
        console.log(message);
    }

    setInterval(function() {

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        alert(errorMessage[2]);
    }, 30000);
    });
</script>
</body>
</html>

echap
:wq
enter
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