

CALCULATOR PROGRAM

```
<!DOCTYPE html>
<html>

  <head>
    <title>JavaScript Calculator</title>
    <script src=
      "https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.js"      integrity=
      "sha512-
BbVEDjbqdN3Eow8+empLMrJlXJRj5nEitiCAK5A1pUr66+jLVejo3PmjlaucRnjlB0P9R3rBU3g5j
Xc8ti+fQ=="
      crossorigin="anonymous"
      referrerpolicy="no-referrer"></script>
    <script src=
      "https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.min.js"  integrity=
      "sha512-
iphNRh6dPbeuPGlRQbCdbBF/qcqadKWL35YPVfMZMHBSI6PLJh1om2xCTWhpVpmUyb4lvV
S9iYnnYMkleVXLA=="
      crossorigin="anonymous"
      referrerpolicy="no-referrer"></script>

    <!-- For styling -->
    <style>
      table {
        border: 1px solid black;
        margin-left: auto;
        margin-right: auto;
      }

      input[type="button"] {
        width: 100%;
        padding: 20px 40px;
        background-color: green;
        color: white;
        font-size: 24px;
        font-weight: bold;
        border: none;
        border-radius: 5px;
      }

      input[type="text"] {
        padding: 20px 30px;
        font-size: 24px;
        font-weight: bold;
        border: none;
```

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border-radius: 5px;
border: 2px solid black;
}
</style>
</head>

<body>

<!-- Use Table to Create Calculator Structure Design -->
<table id="calcu">
<tr>
<td colspan="3"><input type="text" id="result"></td>
<td><input type="button" value="c" onclick="clr()" /> </td>
</tr>
<tr>
<td><input type="button" value="1" onclick="dis('1')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="2" onclick="dis('2')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="3" onclick="dis('3')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="/" onclick="dis('/')"
onkeydown="myFunction(event)"> </td>
</tr>
<tr>
<td><input type="button" value="4" onclick="dis('4')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="5" onclick="dis('5')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="6" onclick="dis('6')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="" onclick="dis('')"
onkeydown="myFunction(event)"> </td>
</tr>
<tr>
<td><input type="button" value="7" onclick="dis('7')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="8" onclick="dis('8')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="9" onclick="dis('9')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="-" onclick="dis('-)"
onkeydown="myFunction(event)"> </td>
</tr>
```

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```
<tr>
<td><input type="button" value="0" onclick="dis('0')"
onkeydown="myFunction(event)"> </td>
<td><input type="button" value="." onclick="dis('.')"
onkeydown="myFunction(event)"> </td>

<!-- solve function call function solve to evaluate value -->
<td><input type="button" value="=" onclick="solve()"> </td>

<td><input type="button" value="+" onclick="dis('+)"
onkeydown="myFunction(event)"> </td>
</tr>
</table>

<script>

// Function that display value
function dis(val) {
document.getElementById("result").value += val
}

function myFunction(event) {
if (event.key == '0' || event.key == '1'
|| event.key == '2' || event.key == '3'
|| event.key == '4' || event.key == '5'
|| event.key == '6' || event.key == '7'
|| event.key == '8' || event.key == '9'
|| event.key == '+' || event.key == '-'
|| event.key == '*' || event.key == '/')
document.getElementById("result").value += event.key;
}

var cal = document.getElementById("calcu");
cal.onkeyup = function (event) {
if (event.keyCode === 13) {
console.log("Enter");
let x = document.getElementById("result").value
console.log(x);
solve();
}
}

// Function that evaluates the digit and return result
function solve() {
```

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let x = document.getElementById("result").value  
let y = math.evaluate(x)  
document.getElementById("result").value = y  
}
```

```
// Function that clear the display  
function clr() {  
  document.getElementById("result").value = ""  
}  
</script>  
</body>
```

```
</html>
```

Output:

1+2			c
1	2	3	/
4	5	6	*
7	8	9	-
0	.	=	+

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3			C
1	2	3	/
4	5	6	*
7	8	9	-
0	.	=	+