```
<!DOCTYPE html>
       <html>
       <head>
       <title>JavaScript Calculator</title>
       <script src=
       "https://cdnjs.cloudflare.com/ajax/libs/mathjs/10.6.4/math.js"
                                                                       integrity=
       "sha512-
BbVEDjbgdN3Eow8+empLMrJlxXRj5nEitiCAK5A1pUr66+jLVejo3PmjlaucRnjlB0P9R3rBUs3g5j
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-
iphNRh6dPbeuPGIrQbCdbBF/qcqadKWLa35YPVfMZMHBSI6PLJh1om2xCTWhpVpmUyb4IvV
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;
```

## CALCULATOR PROGRAM

```
border-radius: 5px:
border: 2px solid black;
}
</style>
</head>
<body>
<!-- Use Table to Create Calculator Structure Design -->
<input type="text" id="result">
<input type="button" value="c" onclick="clr()" /> 
<input type="button" value="1" onclick="dis('1')"
onkeydown="myFunction(event)"> 
<input type="button" value="2" onclick="dis('2')"
onkeydown="myFunction(event)"> 
<input type="button" value="3" onclick="dis('3')"
onkeydown="myFunction(event)"> 
<input type="button" value="/" onclick="dis('/')"
onkeydown="myFunction(event)"> 
<input type="button" value="4" onclick="dis('4')"
onkeydown="myFunction(event)"> 
<input type="button" value="5" onclick="dis('5')"
onkeydown="myFunction(event)"> 
<input type="button" value="6" onclick="dis('6')"
onkeydown="myFunction(event)"> 
<input type="button" value="" onclick="dis(")"
onkeydown="myFunction(event)"> 
<input type="button" value="7" onclick="dis('7')"
onkeydown="myFunction(event)"> 
<input type="button" value="8" onclick="dis('8')"
onkeydown="myFunction(event)"> 
<input type="button" value="9" onclick="dis('9')"
onkeydown="myFunction(event)"> 
<input type="button" value="-" onclick="dis('-')"
onkeydown="myFunction(event)">
```

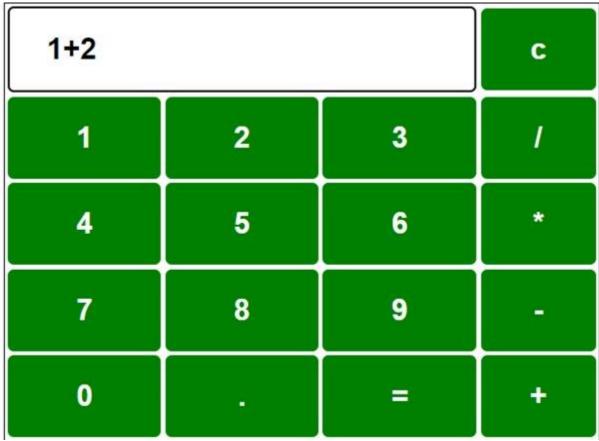
```
<input type="button" value="0" onclick="dis('0')"
onkeydown="myFunction(event)"> 
<input type="button" value="." onclick="dis('.')"
onkeydown="myFunction(event)"> 
<!-- solve function call function solve to evaluate value -->
<input type="button" value="=" onclick="solve()"> 
<input type="button" value="+" onclick="dis('+')"
onkeydown="myFunction(event)"> 
<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() {
```

## CALCULATOR PROGRAM

```
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:



## CALCULATOR PROGRAM

3			С
1	2	3	1
4	5	6	*
7	8	9	-
0	•	=	+