Practical Number – 3

Objective-

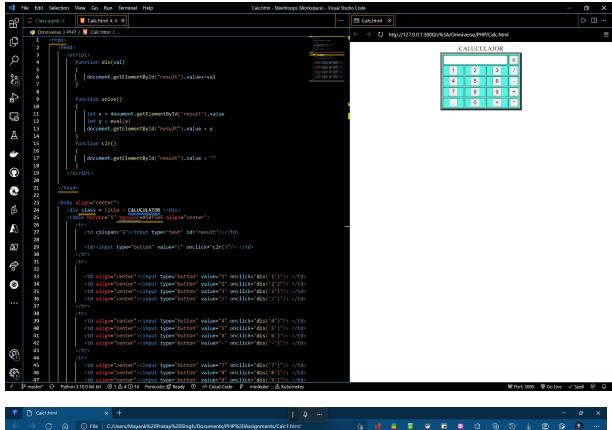
Theory-

Code-

```
<html>
  <head>
    <script>
      function dis(val)
      {
         document.getElementById("result").value+=val
      function solve()
         let x = document.getElementById("result").value
         let y = eval(x)
         document.getElementById("result").value = y
      function clr()
      {
         document.getElementById("result").value = ""
    </script>
  </head>
  <body align="center">
    <div class = title > CALUCULATOR </div>
    <input type="text" id="result"/>
         <input type="button" value="c" onclick="clr()"/> 
      <input type="button" value="1"
onclick="dis('1')"/> 
         <input type="button" value="2"
onclick="dis('2')"/> 
         <input type="button" value="3"</pre>
<input type="button" value="/"
onclick="dis('/')"/>
```

```
<input type="button" value="4"</pre>
onclick="dis('4')"/> 
        <input type="button" value="5"</pre>
<input type="button" value="6"</pre>
onclick="dis('6')"/> 
        <input type="button" value="-" onclick="dis('-</pre>
')"/> 
      <input type="button" value="7"</pre>
onclick="dis('7')"/> 
        <input type="button" value="8"</pre>
onclick="dis('8')"/> 
        <input type="button" value="9"</pre>
onclick="dis('9')"/> 
        <input type="button" value="+"</pre>
onclick="dis('+')"/> 
      <input type="button" value="."</pre>
onclick="dis('.')"/> 
        <input type="button" value="0"</pre>
onclick="dis('0')"/> 
        <input type="button" value="="</pre>
<input type="button" value="*"</pre>
onclick="dis('*')"/> 
      </body>
</html>
```

Output-





CALUCULATOR

