

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
  <title>Nemorphism calci</title>
```

```
  <link rel="stylesheet" type="text/css"
```

```
    href="https://stackpath.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css">
```

```
</head>
```

```
<style>
```

```
  body {
```

```
    padding: 0;
```

```
    margin: 0;
```

```
    display: flex;
```

```
    justify-content: center;
```

```
    align-items: center;
```

```
    min-height: 100vh;
```

```
    user-select: none;
```

```
    background: #ecf0f3;
```

```
  }
```

```
  .container {
```

```
    margin-left: 1.8em;
```

```
    padding: 20px;
```

```
    border-radius: 8px;
```

```
    box-shadow: 13px 13px 20px #cbced1,
```

```
      -13px -13px 20px #ffffff;
```

```
  }
```

```
  .content {
```

```
width: 100%;  
margin-top: 1.7em;  
display: flex;  
justify-content: center;  
align-items: center;  
flex-direction: column;  
}
```

```
.row button {  
  width: 60px;  
  height: 30px;  
  font-size: 16px;  
  border: none;  
  outline: none;  
  margin: 5px;  
  border-radius: 4px;  
  transition: .1s;  
  box-shadow: 5px 5px 8px #00000020,  
    -5px -5px 8px #fff;  
}
```

```
.row button:hover {  
  box-shadow: inset 5px 5px 8px rgba(16, 16, 16, .1),  
    inset -5px -5px 8px #fff;  
  background: #fff;  
}
```

```
.display #screen {  
  margin-bottom: .5em;  
  width: auto;  
  height: 70px;
```

```
font-size: 35px;
outline: none;
border: none;
text-align: right;
padding-right: .5em;
background: #ecf0f3;
border-radius: 6px;
box-shadow: inset 8px 8px 8px #cbced1,
            inset -8px -8px 8px #ffffff;
}
```

```
#eval {
    background: #33ccff;
    color: #fff;
    box-shadow: inset 5px 5px 8px #66d9ff,
                inset -5px -5px 8px #00ace6;
}
```

```
#eval:hover {
    box-shadow: inset 5px 5px 8px #00ace6,
                inset -5px -5px 8px #00ace6;
}
```

```
#ac {
    background: #33cc33;
    color: #fff;
}
```

```
#ac:hover {
    box-shadow: inset 5px 5px 8px #2eb82e,
                inset -5px -5px 8px #33cc33;
}
```

```
}
```

```
#ce {  
  background: #ff3399;  
  color: #fff;  
}
```

```
#ce:hover {  
  box-shadow: inset 5px 5px 8px #e60073,  
             inset -5px -5px 8px #ff3399;  
}
```

```
</style>
```

```
<body>
```

```
<div class="container">  
  <div class="display">  
    <input id="screen" type="text" placeholder="0">  
  </div>
```

```
<div class="btns">  
  <div class="row">  
    <button id="ce" onclick="backspc()">CE</button>  
    <button onclick="fact()">x!</button>  
    <button class="btn">(</button>  
    <button class="btn">)</button>  
    <button class="btn">%</button>  
    <button id="ac" onclick="screen.value="">AC</button>  
  </div>
```

```
<div class="row">
```

```

<button onclick="sin()">sin</button>
<button onclick="pi()"> $\pi$ </button>
<button class="btn">7</button>
<button class="btn">8</button>
<button class="btn">9</button>
<button class="btn"> $\div$ </button>
</div>

```

```

<div class="row">
  <button onclick="cos()">cos</button>
  <button onclick="log()">log</button>
  <button class="btn">4</button>
  <button class="btn">5</button>
  <button class="btn">6</button>
  <button class="btn"> $\times$ </button>
</div>

```

```

<div class="row">
  <button onclick="tan()">tan</button>
  <button onclick="sqrt()"> $\sqrt{\phantom{x}}$ </button>
  <button class="btn">1</button>
  <button class="btn">2</button>
  <button class="btn">3</button>
  <button class="btn">-</button>
</div>

```

```

<div class="row">
  <button onclick="e()">e</button>
  <button onclick="pow()">x <span style="position: relative; bottom: .4em; right:
.1em;">y</span>
  </button>

```

```

        <button class="btn">0</button>

        <button class="btn">.</button>

        <button id="eval" onclick="screen.value=eval(screen.value)">=</button>

        <button class="btn">+</button>

    </div>

</div>

</div>
</body>
<script>

    var screen = document.querySelector('#screen');
    var btn = document.querySelectorAll('.btn');

    /*===== For getting the value of btn, Here we use for loop =====*/
    for (item of btn) {
        item.addEventListener('click', (e) => {
            btntext = e.target.innerText;

            if (btntext == '×') {
                btntext = '*';
            }

            if (btntext == '÷') {
                btntext = '/';
            }

            screen.value += btntext;
        });
    }

    function sin() {
        screen.value = Math.sin(screen.value);
    }

```

```
function cos() {  
    screen.value = Math.cos(screen.value);  
}
```

```
function tan() {  
    screen.value = Math.tan(screen.value);  
}
```

```
function pow() {  
    screen.value = Math.pow(screen.value, 2);  
}
```

```
function sqrt() {  
    screen.value = Math.sqrt(screen.value, 2);  
}
```

```
function log() {  
    screen.value = Math.log(screen.value);  
}
```

```
function pi() {  
    screen.value = 3.14159265359;  
}
```

```
function e() {  
    screen.value = 2.71828182846;  
}
```

```
function fact() {  
    var i, num, f;
```

```
f = 1
```

```
num = screen.value;
```

```
for (i = 1; i <= num; i++) {
```

```
    f = f * i;
```

```
}
```

```
i = i - 1;
```

```
screen.value = f;
```

```
}
```

```
function backspc() {
```

```
    screen.value = screen.value.substr(0, screen.value.length - 1);
```

```
}
```

```
</script>
```

```
</html>
```