

Jurnal Mandiri Modul 03

2311104008

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Source Code dari Jurnal Mandiri

```
1 <!DOCTYPE html>
2 <html lang="id">
3 <head>
4   <meta charset="UTF-8" />
5   <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6   <title>Kalkulator Sederhana</title>
7   <style>
8     body {
9       font-family: Arial, sans-serif;
10      display: flex;
11      justify-content: center;
12      align-items: center;
13      height: 100vh;
14      background-color: #f4f4f4;
15    }
16    .calculator {
17      width: 250px;
18      background: #fff;
19      padding: 20px;
20      box-shadow: 0px 0px 10px rgba(0, 0, 0, 0.1);
21      border-radius: 10px;
22      text-align: center;
23    }
24    .screen {
25      width: 100%;
26      height: 50px;
27      font-size: 24px;
28      text-align: right;
29      padding: 10px;
30      border: none;
31      background: #eee;
32      margin-bottom: 10px;
33      border-radius: 5px;
34    }
35    .buttons {
36      display: grid;
37      grid-template-columns: repeat(3, 1fr);
38      gap: 5px;
39    }
40    button {
41      width: 100%;
42      height: 50px;
43      font-size: 20px;
44      border: none;
```

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45     cursor: pointer;
46     border-radius: 5px;
47   }
48   .operator {
49     background: orange;
50     color: white;
51   }
52   .equal {
53     background: green;
54     color: white;
55   }
56   .clear {
57     background: red;
58     color: white;
59   }
60 </style>
61 </head>
62 <body>
63   <div class="calculator">
64     <input type="text" class="screen" id="screen" disabled />
65     <div class="buttons" id="buttons"></div>
66   </div>
67
68   <script>
69     let screen = document.getElementById("screen");
70     let buttonsContainer = document.getElementById("buttons");
71     let currentInput = "";
72     let nim = prompt("Masukkan NIM Anda:");
73     let mod = nim % 3;
74     let layout = [];
75
76     if (mod == 0) {
77       layout = [['1', '2', '3'], ['4', '5', '6'], ['7', '8', '9'], ['+', '0', '=']];
78     } else if (mod == 1) {
79       layout = [['1', '2', '3'], ['4', '5', '6'], ['7', '8', '9'], ['0'], ['+', '=']];
80     } else {
81       layout = [['+', '=', '0'], ['1', '2', '3'], ['4', '5', '6'], ['7', '8', '9']];
82     }
83
84     layout.forEach(row => {

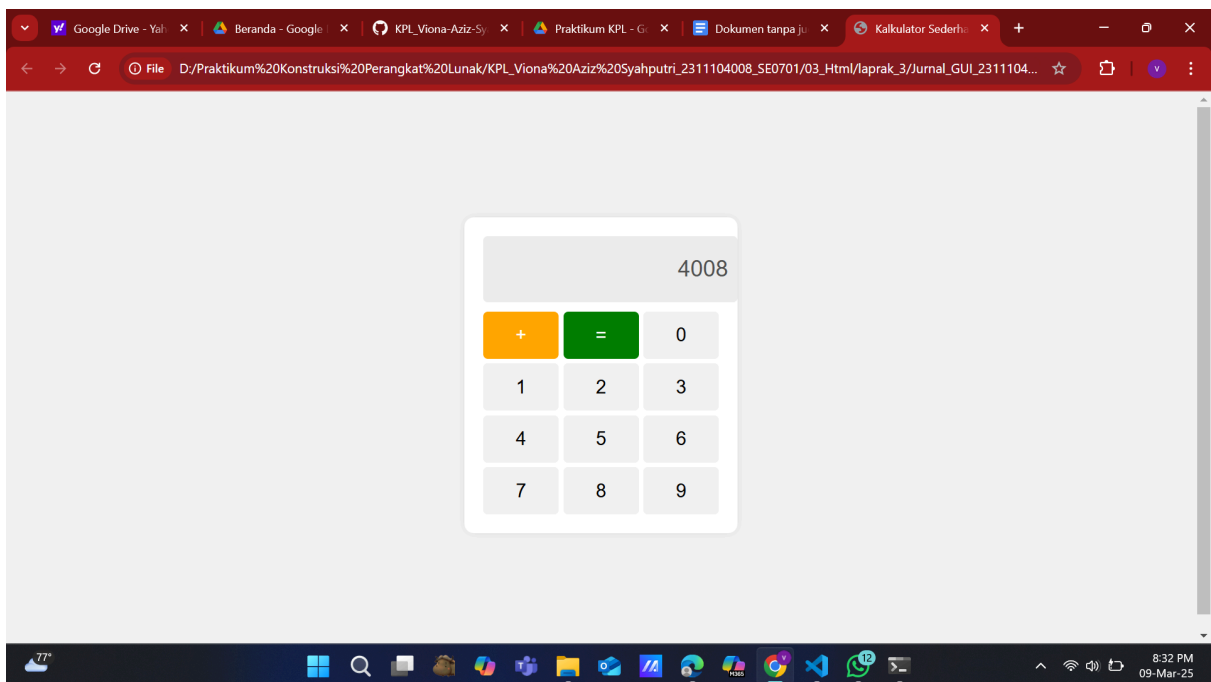
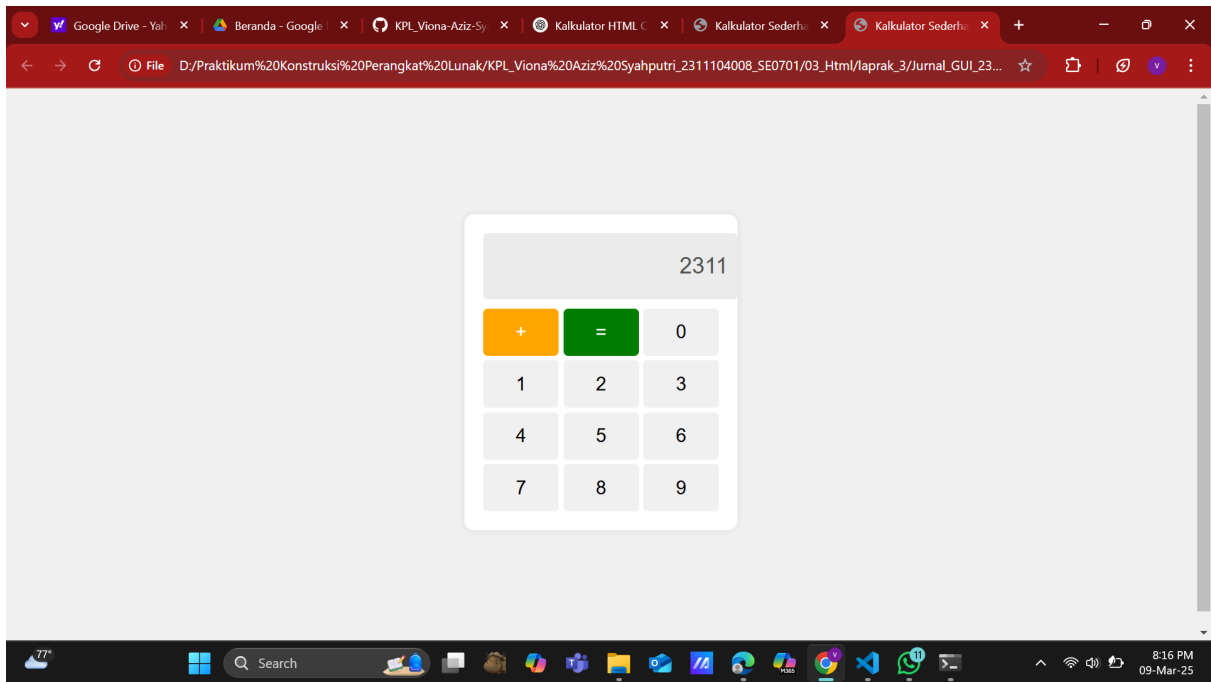
```

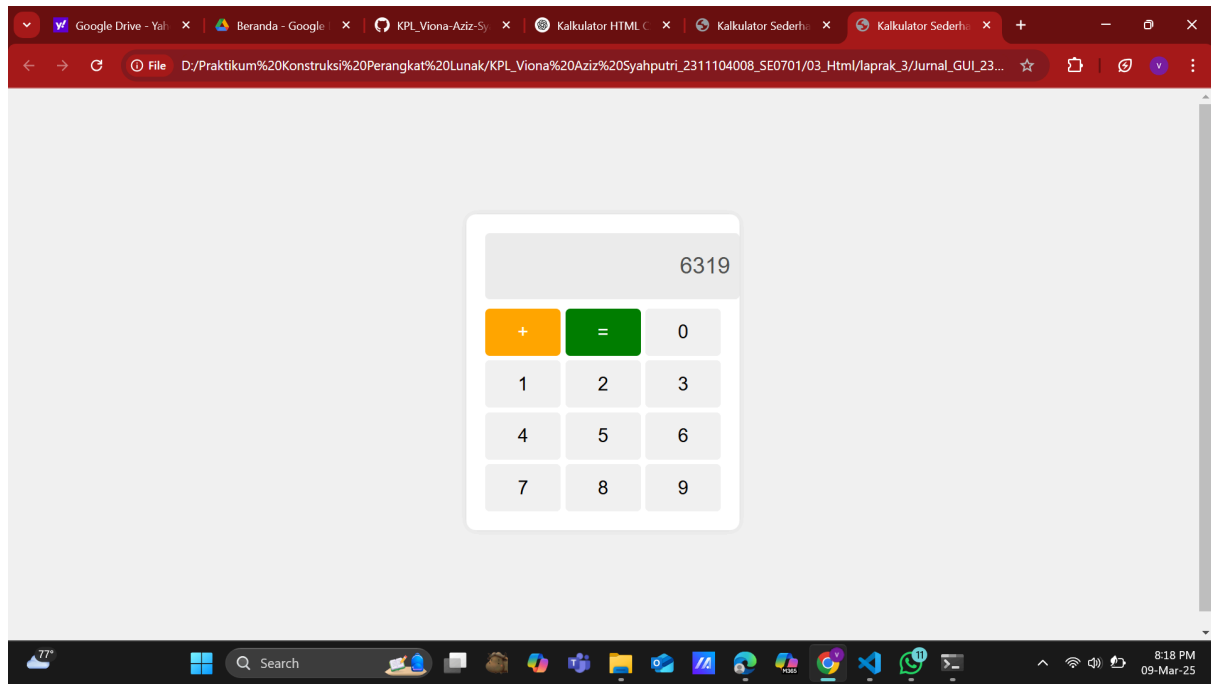
```

84     layout.forEach(row => {
85       row.forEach(char => {
86         let button = document.createElement("button");
87         button.textContent = char;
88         button.onclick = () => handleClick(char);
89         if (char === '+' || char === '-') button.classList.add("operator");
90         if (char === '=') button.classList.add("equal");
91         buttonsContainer.appendChild(button);
92       });
93     });
94
95     function handleClick(char) {
96       if (char === '=') {
97         try {
98           currentInput = eval(currentInput).toString();
99           screen.value = currentInput;
100         } catch (error) {
101           screen.value = "Error";
102           currentInput = "";
103         }
104       } else {
105         currentInput += char;
106         screen.value = currentInput;
107       }
108     }
109   </script>
110 </body>
111 </html>

```

Output





Penjelasan

Disini saya menggunakan bahasa pemrograman html untuk membuat kalkulator sederhana yang dapat menambahkan. Pada saat membuka output akan ada tampilan masukan nim ada lalu setelah nim dimasukan akan mengarahkan kedalam kalkulator yang sudah dibuat. Tata letak diatur menggunakan sebuah layout, dan setiap tombolnya memiliki event onclick. Hasil input ditampilkan pada screen dan jika terjadi kesalahan input maka akan mengeluarkan "Error"