

LU06.S08 - Events - basic calculator

Assignment

This assignment comprises the programming of a tiny calculator for basic calculation operations, meaning two digits have to be added together. To do the assignment we need two blocks of digits-buttons and an operation-button „+“ to execute the operation respectively to receive the result.

Assignment A - 3'

- A01: Create in Webstorm in your directory **06_methods** a html file and name it correctly **LU06.S08**.
- A02: Copy the structure of the sfc (single file component) from a solution of your choice (in that way we don't have to type it manually -> easier and faster)
- A03: Make sure to have
 - the assignment number <h1>-titel and
 - the description in <h3>-format
- A04: Save it.

Assignment B - Variables - 5'

- B01: To make an addition work in our VUE instance we need three variables with the corresponding initial values
 - digit1:0
 - digit2:0
 - result:0

Assignment C - Button for digit 1 - 10'

- C01: Create the buttons 1 to 4 (that shall suffice for our purpose)
- C02: When clicking on one of them the content will be saved in the variable **digit1** with the corresponding number 1-4, meaning when clicking the 1, the variable digit will be set with 1.

Assignment D - Button for digit 2 - 2'

- D01: Create the second set of buttons 1 to 4 to set the second digit. (4 of them shall suffice for our purpose)
- D02: When clicking on one of them the content will be saved in the variable **digit2**

Assignment E: Implementation of the calculation - 10'

- E01: To execute our addition-operation we finally need a button **Operator**-button.
- E02: Clicking this operator-Button adds digit1 to digit2 and displays the result (result =

diggit1 + diggit2)

Assignment F: Reset button - 5'

- F01: Create finally a **reset**-button which sets all value to the initial ones.
- F02: Meaning clicking on the reset-button uses: result=0, diggit1=0, diggit2=0

Solutions

The screenshot displays a code editor on the left and a web application preview on the right. The code editor shows the source code for a basic calculator, with red boxes highlighting specific parts of the code. The web application preview shows the UI of the calculator, with red boxes highlighting the corresponding UI elements.

Source Code (Left):

```
<body>
<div id="app">
  <div>
    <button v-on:click="diggit1=1">1</button>
    <button v-on:click="diggit1=2">2</button><br>
    <button v-on:click="diggit1=3">3</button>
    <button v-on:click="diggit1=4">4</button><br>
    <b>Diggit1 is set: {{ diggit1 }} </b>
  </div>
  <!-- ----- Diggit 2 Area ----- -->
  <hr>
  <div>
    <button v-on:click="diggit2=1">1</button>
    <button v-on:click="diggit2=2">2</button><br>
    <button v-on:click="diggit2=3">3</button>
    <button v-on:click="diggit2=4">4</button><br>
    <b>Diggit2 is set: {{ diggit2 }} </b>
  </div>
  <!-- ----- Operator Area ----- -->
  <hr>
  <div>
    <button v-on:click="result = diggit1 + diggit2">+</button><br>
  </div>
  <!-- ----- Result Area ----- -->
  <hr>
  <div>
    <b> Result: {{ result }}</b><br>
    <button v-on:click="result=0, diggit1=0, diggit2=0">Reset ERG</button>
  </div>
</div>
</body>
```

UI Preview (Right):

LU06.S08

Little basic calvulator, realised with events only

1 2
3 4
Diggit1 is set: 4

1 2
3 4
Diggit2 is set: 3

+

Result: 7
Reset ERG

Source code for the basic calulator



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