LU06.S08 - Events - basic calculator

Assignment

This assignment compraises the programming of a tiny caculator for basic calculation operations, meaning two diggit have to be added together. To do the assignment we need two blocks of diggits-buttons and a 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: Safe it.

Assignment B - Variables - 5'

- B01: To make an addition work in our VUE instance we need threee variables with the corresponding initial values
    - diggit1:0
    - diggit2:0
    - result:0

Assignment C - Button for diggit 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 **diggit1** with the corresponding number 1-4, meaning when clicking the 1, the variable diggit will be set with 1.

Assignment D - Button for diggit 2 - 2'

- D01: Create the second set of buttons 1 to 4 to set the second diggit. (4 of them shall suffice for our purpose)
- D02: When clicking on one of them the content will be saved in the variable **diggit2**

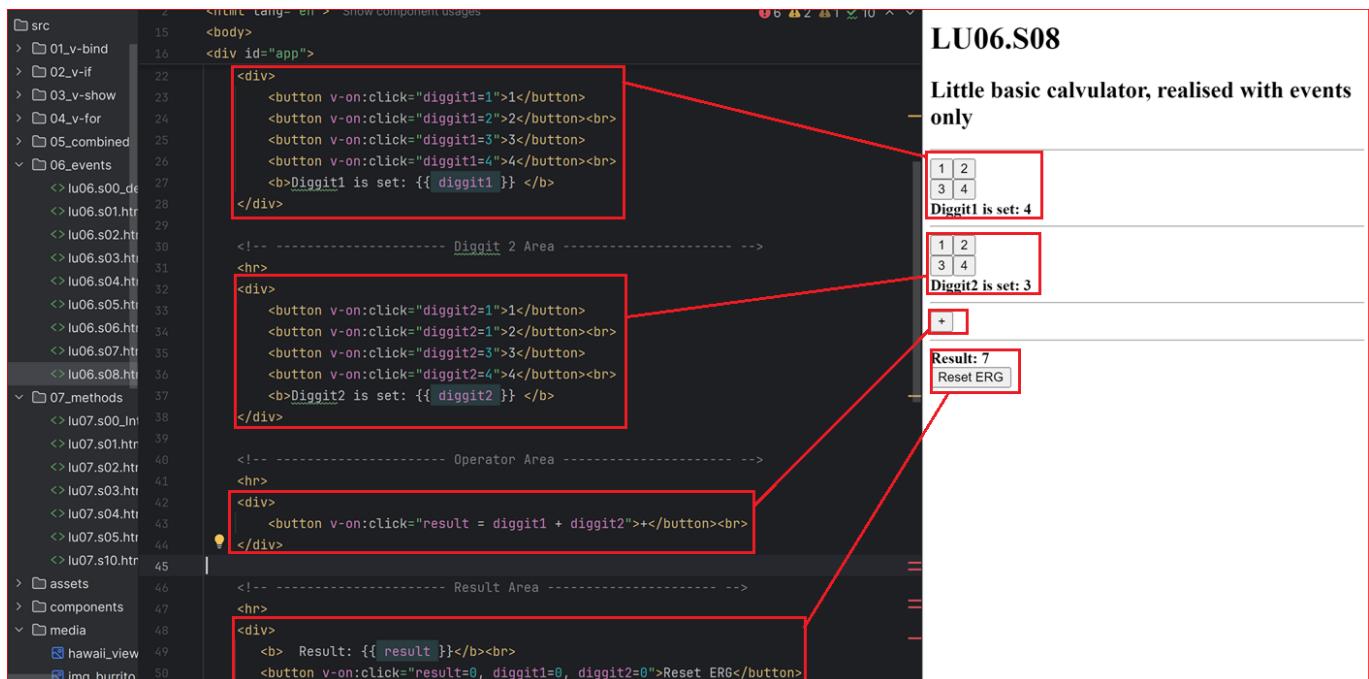### Assignment E: Implementation of the calculation - 10'

- E01: To execute our addition-operation we finally need a button **Operator**-button.
- E02: Clicking this operator-Button adds diggit1 to diggit2 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

Source code for the basic calulator

From:
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Last update: **2025/05/19 14:41**