

# 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 the source code for a basic calculator application and its rendered UI. The code is written in Vue.js and is organized into several sections: a main container, a 'Diggit 1 Area', a 'Diggit 2 Area', an 'Operator Area', and a 'Result Area'. The 'Diggit 1 Area' contains buttons for digits 1 through 4, and the 'Diggit 2 Area' contains buttons for digits 1 through 4. The 'Operator Area' contains a button for the addition operator (+). The 'Result Area' displays the current result and a 'Reset ERG' button. The UI on the right shows the calculator in action, with 'Diggit1' set to 4, 'Diggit2' set to 3, and the result displayed as 7. The 'Reset ERG' button is visible at the bottom of the result area.

Source code for the basic calculator



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