

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 four buttons for digits 1 through 4, each with a `v-on:click` event that updates the `diggit1` data property. The 'Diggit 2 Area' contains four buttons for digits 1 through 4, each with a `v-on:click` event that updates the `diggit2` data property. The 'Operator Area' contains a single button for the addition operator (+) with a `v-on:click` event that updates the `result` data property. The 'Result Area' contains a text display for the result and a 'Reset ERG' button with a `v-on:click` event that resets the `result`, `diggit1`, and `diggit2` data properties to 0. The browser view on the right shows the UI with two input areas for 'Diggit1' and 'Diggit2', an operator area with a '+' button, and a result area showing 'Result: 7' and a 'Reset ERG' button. Red boxes and arrows highlight the corresponding code and UI elements.

Source code for the basic calculator



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