

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 digit-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 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

The screenshot shows a code editor on the left and a preview of a calculator on the right. The code editor displays the following HTML code:

```
<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>
```

```
<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>
```

```
<div>
  <button v-on:click="result = diggit1 + diggit2">+</button><br>
  <b>Result: {{ result }}</b><br>
  <button v-on:click="result=0, diggit1=0, diggit2=0">Reset ERG</button>
</div>
```

The preview on the right shows the calculator interface with the following elements:

- LU06.S08**: Little basic calculator, realised with events only
- Diggit1 is set: 4**: A 2x2 grid of buttons (1, 2, 3, 4) and a text label.
- Diggit2 is set: 3**: A 2x2 grid of buttons (1, 2, 3, 4) and a text label.
- +**: A single button with a plus sign.
- Result: 7**: A text label showing the result of the addition.
- Reset ERG**: A button with the text "Reset ERG".

Source code for the basic calculator



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