

# LU07.A10 - Basic calculator simple

## Prerequisites

- Work type: Individual
- Means of aid: only teaching materials, no websearch, no use of ai.
- Timeframe: 40 Minutes
- Expected result: A browser based calculator which can sum up 2 digits in the easiest way.

## Source

- You can take any script and adjust it to your needs.

## 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, an operation-button for „+“ and finally an ENTER-Button to execute the operation respectively to receive the result.

## Assignment A - 3'

- A01: Create in Webstorm in your directory **07\_methods** a html file and name it correctly **LU07.S09**.
- 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 in <h1> and
  - the description in <h3>-format
- A04: Save it.

## Assignment B - Variables - 5'

- B1: A basic calculation  $3 + 3 = 6$  comprises several variables:
  - **digit1 = 0,**
  - **operator = "**
  - **digit2 = 0,**
  - **result**

## 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**

## Assignment D: Button for the operator - 10'

- D01: Create a button „1“ for the addition-operation.
- C02: The variable **operator** is set, when the button was clicked. When clicking on one of them the content will be saved in the variable **diggit1**

## Button for diggit2 - 5'

- C03: Furthermore we need four new buttons for the operation we want to conduct.
  - **Plus +,“ \* Minus - \* Mal\* \* Geteilt / \* C02: When clicking on the operator-button the variable operator\*\* is being set.**

#### Übungen 21 D - Buttons für diggit1 - 5' \* A21.7: Erstellen Sie die Buttons 0 - 9 für die zweite Zahl diggit2. Beim **CLICK** wird der entsprechende Wert in die Variable **diggit2** geschrieben.

#### Übungen 21 E - Buttons für diggit2 - 10' \* A21.8: Jetzt brauchen wir noch einen Button **RESET**, was mittels der Methode **reset()** die Werte der Variable **diggit1**, **diggit2**, **operator** und **result** auf 0 setzt. \* A21.9: Zum Abschluss brauchen wir noch einen Button **CALCULATE**, das die Berechnung mittels der Methode **calc()** berechnet. Es speichert das Ergebnis in der Variablen **result**. \* A21.10: Geben Sie die jeweiligen Werte der **diggit1**, **diggit2**, **operator** und **result** am Monitor aus.

## Solution

[Lösung](#)

## Vocabulary

English	German
...	...



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Last update: **2025/05/19 13:03**

