

LU07.S09 - Basic calculator with methods

Assignment

In LU06.S08 we were programming a basic calculator by manipulation the values directly when clicking the buttons. This is convenient, but limits the possibilities of the calculator significantly.

Therefore we need to do it, but this time by using a couple of methods

- to set values of diggit1, diggit2 and the operator
- to calculate the result
- to reset all values of the variables

Assignment A - 3'

- A01: Copy the solution of LU06.s07 and name it **LU07.s09.html**
- A02: Make sure to have
 - the assignmen number in <h1> and
 - the description in <h3>-format
- A03: Safe it.

Assignment B - Required methods - 16'

- B01: method **setDiggit1(number)**: It sets the value of the variable **diggit1** to the clicked number (diggit-block 1).
- B02: method **setDiggit2(number)**: It sets the value of the variable **diggit2** to the clicked number (diggit-block 2).
- B03: method **setOperator(op)**: It sets the value of the variable **operator** to the clicked operation, e.g +. Hint: further operations are possible.
- B04: method **calcResult(op)**: Performes the calculation correspondigly to the chosen operation, e.g. +.
- B05: method **reset()**: Sets all variables to the initial values.

Assignment C - Variables - 1'

- C01: A basic calculation **3 + 3 = 6** compraises several variables and their initial values:
 - diggit1: 0
 - operator: "
 - diggit2: 0
 - result: 0

Assignment D - Button for diggit 1 - 10'

- D01: When clicking on one of them the content will be saved in the variable **diggit1**
- D02: But unlike in the previous task, this time the click triggers a method **setDiggit1(dig1)**

- D03: Continue with the other three buttons in the same fashion.
- D04: Check the result by displaying the content of the variable **diggit1** on the display.

Assignment E - Button the operation - 5'

- E01: When clicking the **+**-button the content will be saved in the variable **operator**
- E02: Check the result by displaying the content of the variable **operator** on the screen.

Assignment F - Button for diggit 2 - 5'

- F01: When clicking on the button in diggit2-block, the content will be saved in the variable **diggit2**
- F02: But unlike in the previous task, this time the click triggers a method **setDiggit2(dig2)**
- F03: Continue with the other three buttons in the same fashion.
- F04: Check the result by displaying the content of the variable **diggit2** on the display.

Assignment G: Implementation of the calculation - 10'

- G01: To execute our addition-operation we finally need a button **ENTER**. This triggers the method **calcResult(operator)**
- G02: If the variable operator is an **+** (plus operator), then the calculation is an addition. In that case the result is **this.result = diggit1 + diggit2**. Hint: subtraktion, multiplication and division are similar to programm.
- G03: Display the result of the variable **result** on the screen.

Solution

The screenshot shows a VS Code editor with a project structure on the left. The main editor displays the 'lu06.s08.html' file, which contains HTML code for a basic calculator. The code includes a title 'LU07.S09 - Basic calculator with methods', a subtitle 'Little basic caluator using some methods', and a form with input fields for 'Enter digit 1:', 'Enter Operator:', and 'Enter digit 2:'. It also features buttons for digits 1-4, an 'ENTER' button, and a 'Reset' button. The output area on the right shows the rendered HTML, displaying the calculator interface with the current state: 'Digit1: 1', 'Operator: +', 'Digit2: 2', and 'Result: 3'. Red boxes highlight specific parts of the code and the UI elements.

Source code as Zip

Vocabulary

English	German
diggit	Ziffer
initial values	Startwerte
to suffice	ausreichen
respectively	beziehungsweise
to comprise	umfassen
several	einige, etliche



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