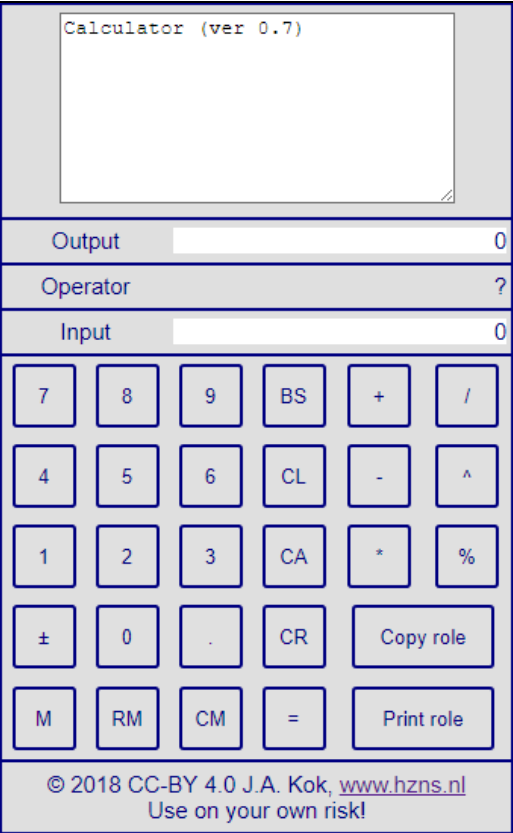
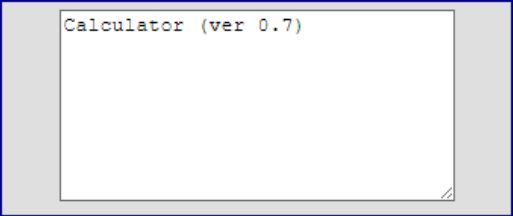
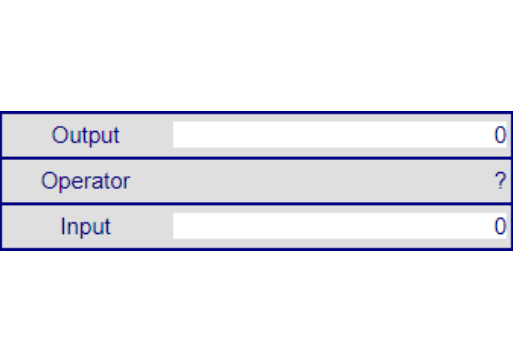
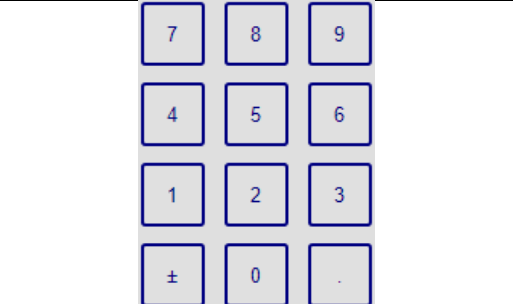
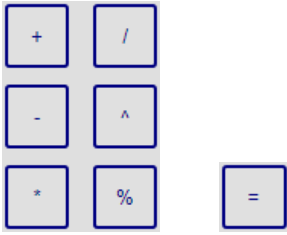


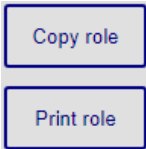


# Quick Guide Calculator (ver. 0.7)

 <p>Calculator (ver 0.7)</p> <p>Output <input type="text" value="0"/></p> <p>Operator <input <="" p="" type="text" value="?"/> <p>Input <input type="text" value="0"/></p> <p>7 8 9 BS + /</p> <p>4 5 6 CL - ^</p> <p>1 2 3 CA * %</p> <p>± 0 . CR Copy role</p> <p>M RM CM = Print role</p> <p>© 2018 CC-BY 4.0 J.A. Kok, <a href="http://www.hzns.nl">www.hzns.nl</a> Use on your own risk!</p> </p>	<p><b>Calculator</b></p> <p>Calculator is a simple simulation of an old fashion cash register with a paper role.</p> <p>The calculator was a project to explore:</p> <ul style="list-style-type: none"> <li>• Input/output operations within HMTL and JavaScript (JS).</li> <li>• Calculations within HMTL and JavaScript (JS).</li> <li>• HMTL in connection with Mobile devices.</li> </ul> <p>This version ( 0.7) has all the intended functionalities. The objective for the next versions is to make the calculator more suitable for mobile devices.</p>
 <p>Calculator (ver 0.7)</p>	<p>The representation of the simulated paper role.</p> <ul style="list-style-type: none"> <li>• This representation can't be changed using the normal keyboard.</li> </ul>
 <p>Output <input type="text" value="0"/></p> <p>Operator <input <="" p="" type="text" value="?"/> <p>Input <input type="text" value="0"/></p> </p>	<p>The representation of the Input, selected Operator and the Output.</p> <ul style="list-style-type: none"> <li>• The “operator” Question mark means: “There is no operator selected”. The value can only be changed using the Numeric keypad.</li> <li>• The Operator can only be changed using the operator keys.</li> <li>• The Output field can't be changed using a normal keyboard.</li> </ul>
 <p>7 8 9</p> <p>4 5 6</p> <p>1 2 3</p> <p>± 0 .</p>	<p>Numeric keypad.</p> <ul style="list-style-type: none"> <li>• When clicked on a numeric value, this character will be added at the end of the string of the characters in the Input field</li> <li>• With ± key you can change the sign of the input value. After using the dot-key you can add the decimal fraction. You can use an dot only once in a number!.</li> </ul>

	<ul style="list-style-type: none"> <li>• Operator keys: Addition (+), Subtraction (-), Multiplication (*), Division (/), Power (^) an percentage (%).</li> <li>• With the “=” key you execute the calculation the calculation without selecting a new operator. The operator will be set to “?”.</li> <li>• Initially or after a “clear all” (CA key) you don’t have to select a operator, In all other cases you must!</li> </ul>
	<p>Clear keys.</p> <ul style="list-style-type: none"> <li>• BS means: backspace.</li> <li>• CL means :clear the input field and the operator.</li> <li>• CA means: clear the input field, the output field and the operator.</li> <li>• CR means: clear “paper” role.</li> </ul>
	<p>The memory keys.</p> <ul style="list-style-type: none"> <li>• M means: copy the output value to the memory (this isn’t the clipboard).</li> <li>• RM means: copy the value from the memory to input value. This overrides an existing value in the input field.</li> <li>• CM means: clearing the memory (will become 0).</li> </ul>
	<ul style="list-style-type: none"> <li>• With the “Copy role”-key you can copy the content of the “paper” role to the device’s clipboard.</li> <li>• With the “Print role” ca print content of the “paper” role.</li> </ul>