

```
<!-- Begin
function doMath() {
var one = eval(document.myform.weight.value)
var two = 0.16883
var three = 0.10390
var four = 0.02597
var twocalc = one * two
var threecalc = one * three
var fourcalc = one * four
var totalcalc = one + twocalc + threecalc + fourcalc
document.myform.twoprod.value=custRound(twocalc,2);
document.myform.threeprod.value=custRound(threecalc,2)
document.myform.fourprod.value=custRound(fourcalc,2)
document.myform.totalprod.value=custRound(totalcalc,2)
}
function custRound(x,places) {
return (Math.round(x*Math.pow(10,places)))/Math.pow(10,places)
}
// End -->
```