

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Remove Items from Dropdown</title>
</head>
<body>
  <h2>Remove Items from Dropdown List</h2>

  <select id="dropdown">
    <option value="1">Option 1</option>
    <option value="2">Option 2</option>
    <option value="3">Option 3</option>
    <option value="4">Option 4</option>
    <option value="5">Option 5</option>
  </select>

  <button onclick="removeSelectedItem()">Remove Selected Item</button>

  <script>
    function removeSelectedItem() {
      var dropdown = document.getElementById('dropdown');
      if (dropdown.selectedIndex !== -1) {
        dropdown.remove(dropdown.selectedIndex);
      } else {
        alert('Please select an item to remove.');
```

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<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Replace Question Marks</title>
</head>
```

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<body>
  <h2>Replace Question Marks with 🤖</h2>

  <p id="paragraph">
    This is a sample paragraph with some question marks (?) and other
    punctuation marks.
    How many question marks are there? Are there any here: ? 🤖
  </p>

  <button onclick="replaceQuestionMarks()">Replace Question Marks</button>

  <script>
    function replaceQuestionMarks() {
      var paragraph = document.getElementById('paragraph');
      var text = paragraph.textContent;
      var replacedText = text.replace(/\?/g, '🤖');
      paragraph.textContent = replacedText;
    }
  </script>
</body>
</html>

```

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<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Dynamic List</title>
</head>
<body>
  <h2>Dynamic List</h2>

  <input type="text" id="itemInput" placeholder="Enter item">
  <button onclick="addItem()">Add Item</button>

  <ul id="itemList">
  </ul>

  <script>
    function addItem() {
      var newItem = document.getElementById('itemInput').value.trim();

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        if (newItem !== '') {
            var li = document.createElement('li');
            li.textContent = newItem;
            document.getElementById('itemList').appendChild(li);
            document.getElementById('itemInput').value = '';
        } else {
            alert('Please enter a valid item.');
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        }
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```
    }
```

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</script>
```

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</body>
```

```
</html>
```

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<!DOCTYPE html>
<html>
<head>
    <title>Shopping List</title>
</head>
<body>
    <h1>Shopping List</h1>
    <ul id="shopping-list"></ul>
    <input type="text" id="new-item">
    <button onclick="addItem()">Add Item</button>
    <script>
        function addItem() {
            var newItem = document.getElementById('new-item').value;
            var li = document.createElement('li');
            li.textContent = newItem;
            var list = document.getElementById('shopping-list');
            list.appendChild(li);
            document.getElementById('new-item').value = '';
        }
    </script>
</body>
</html>
```

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
```

```

<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Random Image</title>
<style>
  img {
    max-width: 300px;
    max-height: 300px;
    margin-bottom: 20px;
  }
</style>
</head>
<body>
  <h1>Random Image Generator</h1>
  <button onclick="displayRandomImage()">Show Random Image</button>
  <div id="imageContainer"></div>

  <script>
    const images = [
      'https://via.placeholder.com/300',
      'https://via.placeholder.com/300?text=Hello',
      'https://via.placeholder.com/300?text=Random+Image',
      'https://via.placeholder.com/300?text=JS+Demo'
    ];

    function displayRandomImage() {
      const randomIndex = Math.floor(Math.random() * images.length);
      const imgElement = document.createElement('img');
      imgElement.src = images[randomIndex];
      const imageContainer = document.getElementById('imageContainer');
      imageContainer.innerHTML = '';
      imageContainer.appendChild(imgElement);
    }
  </script>
</body>
</html>

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```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Welcome Page</title>
  <style>
    body {
      font-family: Arial, sans-serif;
    }
  </style>

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        text-align: center;
        padding-top: 50px;
    }
    input {
        padding: 8px;
        font-size: 16px;
        margin-right: 10px;
    }
    button {
        padding: 8px 20px;
        font-size: 16px;
        cursor: pointer;
    }
    #welcome-message {
        margin-top: 20px;
    }
</style>
</head>
<body>
    <h1>Welcome!</h1>
    <p>Please enter your name:</p>
    <input type="text" id="nameInput" placeholder="Your name">
    <button onclick="showWelcomeMessage()">Submit</button>
    <div id="welcome-message"></div>

    <script>
        function showWelcomeMessage() {
            const input = document.getElementById('nameInput');
            const name = input.value.trim();

            if (name.length > 3) {
                const welcomeMessage = document.createElement('p');
                welcomeMessage.textContent = `Welcome, ${name}!`;

                const welcomeDiv = document.getElementById('welcome-message');
                welcomeDiv.innerHTML = '';
                welcomeDiv.appendChild(welcomeMessage);
            } else {
                alert('Please enter a name longer than 3 characters.');

```

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Number Classification</title>
  <style>
    #numberContainer {
      display: flex;
      flex-wrap: wrap;
      justify-content: center;
    }
    .number {
      width: 50px;
      height: 50px;
      display: flex;
      justify-content: center;
      align-items: center;
      margin: 5px;
      font-weight: bold;
      font-size: 16px;
    }
    .even { background-color: lightgreen; }
    .odd { background-color: yellow; }
    .prime { background-color: red; }
  </style>
</head>
<body>
  <div id="numberContainer"></div>

  <script>
    document.addEventListener('DOMContentLoaded', function() {
      const container = document.getElementById('numberContainer');

      function isPrime(num) {
        for (let i = 2; i <= Math.sqrt(num); i++) {
          if (num % i === 0) return false;
        }
        return num > 1;
      }

      for (let i = 1; i <= 100; i++) {
        const numberDiv = document.createElement('div');
        numberDiv.textContent = i;
        numberDiv.className = 'number';

        if (i % 2 === 0) {
          numberDiv.classList.add('even');
        }
      }
    });
  </script>
</body>
</html>
```

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        } else {
            numberDiv.classList.add('odd');
        }

        if (isPrime(i)) {
            numberDiv.classList.add('prime');
        }

        container.appendChild(numberDiv);
    }
});
</script>
</body>
</html>

```

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>Append Parent to Child and Change Colors</title>
    <style>
        #parent {
            width: 200px;
            height: 100px;
            background-color: lightblue;
            display: flex;
            justify-content: center;
            align-items: center;
            transition: background-color 0.3s ease;
        }
        #child {
            width: 100px;
            height: 50px;
            background-color: lightgreen;
            transition: background-color 0.3s ease;
        }
    </style>
</head>
<body>

<div id="parent">
    <div id="child"></div>
</div>

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<script>
  const parentElement = document.getElementById('parent');
  const childElement = document.getElementById('child');
  function changeColors() {
    const randomColor = getRandomColor();
    parentElement.style.backgroundColor = randomColor;
    childElement.style.backgroundColor = randomColor;
  }
  function getRandomColor() {
    const letters = '0123456789ABCDEF';
    let color = '#';
    for (let i = 0; i < 6; i++) {
      color += letters[Math.floor(Math.random() * 16)];
    }
    return color;
  }
  parentElement.appendChild(childElement);
  changeColors();
  parentElement.addEventListener('click', changeColors);
</script>

</body>
</html>

```

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Loading Screen</title>
  <style>
    .loader {
      border: 16px solid #f3f3f3; /* Light grey */
      border-top: 16px solid #160292; /* Blue */
      border-radius: 50%;
      width: 120px;
      height: 120px;
      animation: spin 2s linear infinite;
      position: fixed;
      top: 50%;
      left: 50%;
      transform: translate(-50%, -50%);
      z-index: 9999;
    }
  </style>

```



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        display: none;
    }

    @keyframes spin {
        0% { transform: rotate(0deg); }
        100% { transform: rotate(360deg); }
    }
</style>
</head>

<body>

<div class="loader" id="loader"></div>

<script>
    document.addEventListener('DOMContentLoaded', function() {
        const loader = document.getElementById('loader');
        loader.style.display = 'block';
        setTimeout(function() {
            loader.style.display = 'none';
        }, 5000);
    });
</script>
<script>
    window.addEventListener('load', function() {
        setTimeout(function() {
            const loader = document.getElementById('loader');
            loader.style.display = 'none';
        }, 5000);
    });
</script>

</body>
</html>

```

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>Calculate Sphere Volume</title>
    <script>

```

```
function calc() {
    const radiusInput = prompt("Enter the radius of the sphere:");
    const radius = parseFloat(radiusInput);

    if (!isNaN(radius) && radius > 0) {
        const volume = (4 / 3) * Math.PI * Math.pow(radius, 3);
        const resultElement = document.getElementById('result');
        resultElement.textContent = `The volume of the sphere with
radius ${radius} units is ${volume.toFixed(2)} cubic units.`;
    } else {
        alert("Invalid input. Please enter a valid positive number for
the radius.");
    }
}
</script>
</head>
<body>
    <h1>Calculate Sphere Volume</h1>
    <button onclick="calc()">Calculate Volume</button>
    <p id="result"></p>
</body>
</html>
```