3a.internal&external

<!DOCTYPE html>

<html>

<head>

<title>JS Embed Example</title>

<script>

// Internal JavaScript

function internalFunction() {

alert("Hello from internal JavaScript!");

}

</script>

<script src="external.js"></script> <!-- External JS -->

</head>

<body>

<button onclick="internalFunction()">Internal JS</button>

<button onclick="externalFunction()">External JS</button>

</body>

</html>

Function externalFunction(){

Alert(“Hello”);

}

3b.disp output

<!DOCTYPE html>

<html>

<head><title>Output Methods</title></head>

<body>

<h2>Open Console and Alerts</h2>

<script>

document.write("This is document.write()<br>");

alert("This is alert()");

console.log("This is console.log()");

document.getElementById("output").innerText = "This is innerText!";

</script>

<div id="output"></div>

</body>

</html>

3c.ways to take input

<!DOCTYPE html>

<html>

<head><title>Input Methods</title></head>

<body>

<script>

let promptInput = prompt("Enter something (prompt):");

let confirmInput = confirm("Do you want to continue?");

alert("Prompt: " + promptInput + "\nConfirm: " + confirmInput);

</script>

</body>

</html>

3d.voter

<!DOCTYPE html>

<html>

<head>

<title>Voter Check</title>

</head>

<body>

<button onclick="checkVoter()">Check Voter</button>

<div id="result"></div>

<script>

function checkVoter() {

let name = prompt("Enter your name:");

let age = parseInt(prompt("Enter your age:"));

let vote = age >= 18 ? "Can Vote" : "Cannot Vote";

document.getElementById("result").innerHTML = `

<table border="1">

<tr><th>Name</th><th>Age</th><th>Status</th></tr>

<tr><td>${name}</td><td>${age}</td><td>${vote}</td></tr>

</table>`;

}

</script>

</body>

</html>

3e.predefined obj

<!DOCTYPE html>

<html>

<head><title>Objects Demo</title></head>

<body>

<script>

// Document Object

document.write("<b>Document Title:</b> " + document.title + "<br>");

// Array Object

let arr = [1, 2, 3];

document.write("<b>Array:</b> " + arr.join(", ") + "<br>");

// Math Object

document.write("<b>Random:</b> " + Math.random() + "<br>");

// String Object

let str = "Hello JavaScript";

document.write("<b>UpperCase:</b> " + str.toUpperCase() + "<br>");

// Regex Object

let regex = /java/i;

document.write("<b>Regex Test:</b> " + regex.test(str) + "<br>");

// Date Object

let date = new Date();

document.write("<b>Date:</b> " + date.toDateString() + "<br>");

</script>

</body>

</html>

3f.userdefined obj

<!DOCTYPE html>

<html>

<head><title>User Object</title></head>

<body>

<script>

function Person(name, age) {

this.name = name;

this.age = age;

this.canVote = function() {

return this.age >= 18 ? "Yes" : "No";

};

}

let p1 = new Person("Alice", 22);

document.write("Name: " + p1.name + "<br>");

document.write("Age: " + p1.age + "<br>");

document.write("Can Vote: " + p1.canVote());

</script>

</body>

</html>

4a.largest

<!DOCTYPE html>

<html>

<head><title>Largest Number</title></head>

<body>

<script>

let a = parseInt(prompt("Enter first number:"));

let b = parseInt(prompt("Enter second number:"));

let c = parseInt(prompt("Enter third number:"));

if (a === b && b === c) {

document.write("EQUAL NUMBERS");

} else {

let largest = Math.max(a, b, c);

document.write("LARGER NUMBER: " + largest);

}

</script>

</body>

</html>

4b.week days

<!DOCTYPE html>

<html>

<head><title>Week Days</title></head>

<body>

<script>

let day = parseInt(prompt("Enter day number (1-7):"));

switch(day) {

case 1: document.write("Sunday"); break;

case 2: document.write("Monday"); break;

case 3: document.write("Tuesday"); break;

case 4: document.write("Wednesday"); break;

case 5: document.write("Thursday"); break;

case 6: document.write("Friday"); break;

case 7: document.write("Saturday"); break;

default: document.write("Invalid Day!");

}

</script>

</body>

</html>

3c.printing 1 to 10

<!DOCTYPE html>

<html>

<head><title>Loops</title></head>

<body>

<h3>Using For Loop:</h3>

<script>

for (let i = 1; i <= 10; i++) {

document.write(i + " ");

}

document.write("<br><h3>Using While Loop:</h3>");

let j = 1;

while (j <= 10) {

document.write(j + " ");

j++;

}

document.write("<br><h3>Using Do-While Loop:</h3>");

let k = 1;

do {

document.write(k + " ");

k++;

} while (k <= 10);

</script>

</body>

</html>

3d.loops

<!DOCTYPE html>

<html>

<head><title>Object Loops</title></head>

<body>

<script>

let obj = { name: "John", age: 25, city: "Delhi" };

document.write("<b>Using for-in:</b><br>");

for (let key in obj) {

document.write(key + ": " + obj[key] + "<br>");

}

document.write("<b>Using for-of:</b><br>");

let arr = ["apple", "banana", "cherry"];

for (let fruit of arr) {

document.write(fruit + "<br>");

}

document.write("<b>Using forEach:</b><br>");

arr.forEach(item => document.write(item + "<br>"));

</script>

</body>

</html>

3e.armstrong

<!DOCTYPE html>

<html>

<head><title>Armstrong Number</title></head>

<body>

<script>

let num = parseInt(prompt("Enter a number:"));

let sum = 0, temp = num;

while (temp > 0) {

let digit = temp % 10;

sum += digit \*\* 3;

temp = Math.floor(temp / 10);

}

if (sum === num)

document.write(num + " is an Armstrong number");

else

document.write(num + " is not an Armstrong number");

</script>

</body>

</html>

3f.denomination

<!DOCTYPE html>

<html>

<head><title>Denomination</title></head>

<body>

<script>

let amount = parseInt(prompt("Enter amount:"));

let notes = [100, 50, 20, 10, 5, 2, 1];

for (let note of notes) {

let count = Math.floor(amount / note);

if (count > 0) {

document.write(count + " - " + note + "s<br>");

amount %= note;

}

}

</script>

</body>

</html>

5a.ui/ux

<!DOCTYPE html>

<html>

<head>

<title>UI/UX Principles</title>

</head>

<body>

<h2>Basic Principles of UI/UX Design</h2>

<ul>

<li><b>User Research:</b> Understand user needs and behavior.</li>

<li><b>Wireframing:</b> Create simple sketches of layout.</li>

<li><b>Prototyping:</b> Build interactive models to test flow.</li>

<li><b>Usability Testing:</b> Check how easily users can use it.</li>

</ul>

</body>

</html>

5b.wireframe

<!DOCTYPE html>

<html>

<head>

<title>Wireframe Example</title>

<style>

body { font-family: Arial, sans-serif; }

.nav, .hero, .features, .footer {

border: 1px solid #000;

margin: 10px;

padding: 20px;

text-align: center;

}

.features {

display: flex;

justify-content: space-around;

}

.box {

border: 1px dashed #000;

padding: 20px;

width: 30%;

}

</style>

</head>

<body>

<div class="nav">[ Navigation Bar ]</div>

<div class="hero">[ Hero Image / Welcome Message ]</div>

<div class="features">

<div class="box">Feature 1</div>

<div class="box">Feature 2</div>

<div class="box">Feature 3</div>

</div>

<div class="footer">[ Footer with Contact Info ]</div>

</body>

</html>

5c.prototype

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Prototype</title>

<style>

body { font-family: Arial; margin: 0; }

header, footer { background: #333; color: white; text-align: center; padding: 5px; }

.hero { background: #f4f4f4; text-align: center; padding: 10px; }

.features { display: flex; justify-content: space-around; }

.box { width: 30%; background: #ddd; text-align: center; padding: 5px; }

</style>

</head>

<body>

<header><h1>Website</h1></header>

<div class="hero"><h2>Welcome</h2><p>Hero Section</p></div>

<div class="features">

<div class="box">Feature 1</div>

<div class="box">Feature 2</div>

<div class="box">Feature 3</div>

</div>

<footer><p>&copy; 2025</p></footer>

</body>

</html>