

## Lab Mid-Term

Monday

28-2-2022

1. (a) Create a webpage with an image on it. When page loads, display an image at randomly from list of images and display on the top. [3H+7JS]
  - (i) Change the image at every 4 seconds.
  - (ii) When all the images are displayed at most once, start the display again.

(b) Get username, phone-no, birthdate from the user and validate each field appropriately. Assume that date has (DD-MM-YY) format, Phone Number has STD Code (+##), No (#####) format. Validate using JSregular expressions.
2. (a) Design the below layout with necessary HTML and CSS3 properties.



(b) Write a Javascript Program to validate username, Phone Number has STD Code (+##), No (#####) format and generate random password(8 characters) and verify confirm password field is matched with generated one with help of button.[Note: Combination- alpha(1 uppercase), digit and special character(2) and Validate using JS regular expression]

3. (a) Write down a Javascript for the game “Guessing a character”. The script has to initialize a random uppercase/lowercase character on its own and the user has to find that character. Through a HTML Form get input for the character, guessed by the user. Verify whether the user entered character is equivalent to the initialized character. If it is true, display the number of tries attempted by the user else give hint to find character like “too big”, ”too small”(based alphabet order). Use hidden form fields to maintain the number of tries done by the user[note: use JS EventListener].

(b) Develop below table using JS DOM.[4]

<b><i>R1C1</i></b>	<b><i>R1C2</i></b>	<b><i>R1C3</i></b>
<b><i>R2C1</i></b>	R2C2	R2C3
<b><i>R3C1</i></b>	R3C2	R3C3

4. (a) Write a function to find() that takes a sentence and return number of occurrence of each word and count no. of words ends with ‘ed’[Note: JS regular expression.
- (b) Use CSS definitions to make the box model, buttons bigger and better-looking. The page could look like the following and also provide following necessary code.
- (i) Hide the button, when the mouse cursor hovers ‘hide me’ button.
- (ii) Increase the button size, when the mouse cursor hovers ‘show’ button.

(iii) Change the button background color, when the mouse cursor



'hovers' over the "Change Background" button.