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T1.

```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>Text Spinner</title>
 <style>
    #text {
      transition: transform 2s ease-in-out;
 </style>
</head>
<body>
 <h2 id="text">Hello</h2>
 <input type="text" id="textInput" placeholder="Enter text">
 <button onclick="changeText()">Change Text</button>
 <script>
    function changeText() {
      const inputText = document.getElementById('textInput').value;
      const textElement = document.getElementById('text');
      textElement.textContent = inputText;
      textElement.style.transform = 'rotate(360deg)';
      setTimeout(() => {
        textElement.style.transform = 'rotate(0deg)';
      }, 2000);
  </script>
</body>
```

Hello!!!

Hello!!!

Change Text

T2.

```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>Counter Page</title>
 <style>
    #count {
      font-size: 16px;
 </style>
</head>
<body>
 0
 <button onclick="incrementCount()">Increment Count</button>
 <script>
    function incrementCount() {
     const countParagraph = document.getElementById('count');
     let currentCount = parseInt(countParagraph.textContent);
     currentCount++;
     countParagraph.textContent = currentCount;
countParagraph.style.fontSize = (16 + currentCount) + 'px';
```

```
</script>
</body>
</html>
```

30

Increment Count

T3.

```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>Counter with List</title>
 <style>
   #countList {
     list-style-type: none;
   .listItem {
     font-size: 16px;
   }
 </style>
</head>
<body>
 <button onclick="incrementCount()">Increment Count</button>
 <script>
   let count = 0;
   function incrementCount() {
```

```
count++;

const listItem = document.createElement('li');
listItem.classList.add('listItem'); // Add a class for styling
listItem.textContent = count;

const countList = document.getElementById('countList');
countList.appendChild(listItem);

listItem.style.fontSize = (16 + count) + 'px';
}
</script>
</body>
</html>
```

Increment Count

T4.

```
</head>
<body>
 <button onclick="addRow()">Add Row</button>
 <thead>
    Row Number
      Sum of Previous Two Rows
    </thead>
   1
      0
    2
      1
    <script>
   function addRow() {
    const table = document.getElementById('myTable');
    const tbody = table.querySelector('tbody');
    const lastRow = tbody.lastChild.previousSibling;
    const secondLastRow = lastRow.previousSibling;
    const sum1 = parseInt(secondLastRow.lastChild.innerText);
    const sum2 = parseInt(lastRow.lastChild.innerText);
    const sum = sum1 + sum2;
    const newRow = document.createElement('tr');
    const rowNumber = tbody.childElementCount + 1;
    const newRowContent = `
```

```
$\{\text{rowNumber}\

$\{\text{sum}\

`;

newRow.innerHTML = newRowContent;

tbody.appendChild(newRow);

}

</script>

</body>

</html>
```

Add Row

Row Number Sum of Previous Two Rows

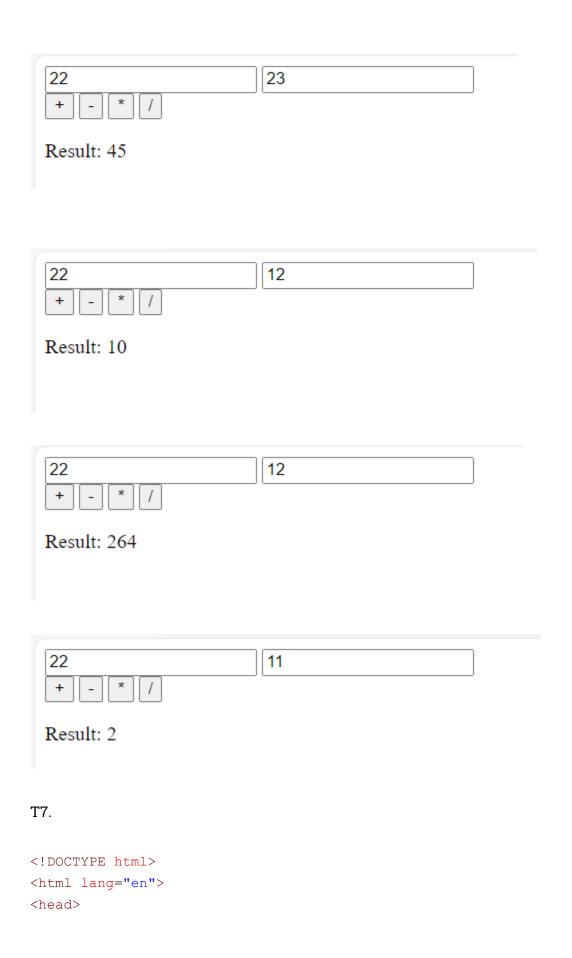
1 (

2 1

T5.

```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>Simple Calculator</title>
</head>
<body>
 <input type="text" id="input1">
 <input type="text" id="input2">
 \langle br \rangle
 <button onclick="calculate('+')">+</button>
 <button onclick="calculate('-')">-</button>
 <button onclick="calculate('*')">*</button>
 <button onclick="calculate('/')">/</button>
 <br>
```

```
<script>
    function calculate(operator) {
      const input1 =
Number.parseInt(document.getElementById('input1').value);
      const input2 =
Number.parseInt(document.getElementById('input2').value);
      let result;
      switch (operator) {
        case '+':
         result = input1 + input2;
         break;
        case '-':
         result = input1 - input2;
         break;
        case '*':
         result = input1 * input2;
         break;
        case '/':
          if (input2 === 0) {
            result = "Cannot divide by zero";
          } else {
            result = input1 / input2;
          break;
        default:
          result = "Invalid operator";
      document.getElementById('result').textContent = "Result: " + result;
    }
  </script>
</body>
</html>
```



```
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Tip Calculator</title>
<style>
 body {
    font-family: Arial, sans-serif;
  .container {
   max-width: 400px;
   margin: 50px auto;
   padding: 20px;
   background-color: #f4f4f4;
   border-radius: 8px;
   box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);
  }
  label {
   display: block;
   margin-bottom: 8px;
  }
  input {
   width: 100%;
   padding: 8px;
    margin-bottom: 16px;
   border: 1px solid #ccc;
   border-radius: 4px;
   box-sizing: border-box;
 button {
   width: 100%;
   padding: 10px;
   background-color: #007bff;
   color: #fff;
   border: none;
   border-radius: 4px;
    cursor: pointer;
  button:hover {
   background-color: #0056b3;
  #tipAmount {
```

```
font-size: 24px;
      font-weight: bold;
     margin-top: 20px;
   }
 </style>
</head>
<body>
<div class="container">
 <h2>Tip Calculator</h2>
 <label for="billAmount">Bill Amount ($)</label>
 <input type="number" id="billAmount" min="0" step="0.01">
 <label for="tipPercentage">Tip Percentage (%)</label>
  <input type="number" id="tipPercentage" min="0" step="1">
 <label for="numberOfPeople">Number of People</label>
 <input type="number" id="numberOfPeople" min="1" step="1">
 <button onclick="calculateTip()">Calculate Tip</button>
 <div id="tipAmount"></div>
</div>
<script>
  function calculateTip() {
   var billAmount =
parseFloat(document.getElementById('billAmount').value);
   var tipPercentage =
parseFloat (document.getElementById('tipPercentage').value);
   var numberOfPeople =
parseInt(document.getElementById('numberOfPeople').value);
    if (isNaN(billAmount) || isNaN(tipPercentage) ||
isNaN(numberOfPeople)) {
     alert('Please enter valid numbers.');
     return;
    }
   if (billAmount <= 0 || tipPercentage < 0 || numberOfPeople <= 0) {
```

```
alert('Please enter positive numbers.');
    return;
}

var tipAmount = (billAmount * (tipPercentage / 100)) / numberOfPeople;

document.getElementById('tipAmount').innerText = 'Tip Amount per
Person: $' + tipAmount.toFixed(2);
}
</body>
```

