



**WEB-BASED INTERFACE DESIGN
(CSF3123)**

Lab Report 6

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Programme: Computer Science (Software Engineering)

Lab Module 6 -JAVASCRIPT

6.1 Introduction to JavaScript

6.2 Objective

6.3 Basic JavaScript

My First JS!

My First Java Script

6.4 getElementById()

What Can JavaScript Do?

JavaScript can change HTML content.

What Can JavaScript Do?

Hello JavaScript!

6.5 Date and Time

Wed Dec 03 2025 10:47:18 GMT+0800 (Malaysia Time)

[Click me to display Date and Time](#)

[Click me to display Date and Time](#)

Wed Dec 03 2025 10:56:07 GMT+0800 (Malaysia Time)

6.6 Change HTML Attribute Values

What Can JavaScript \ index{JavaScript} Do?

JavaScript \ index{JavaScript} can change HTML attribute values.

In this case, JavaScript \ index{JavaScript} changes the value of the 'src'(source) attribute of an image.



[Turn on the light](#)

[Turn off the light](#)

What Can JavaScript \ index{JavaScript} Do?

JavaScript \ index{JavaScript} can change HTML attribute values.

In this case, JavaScript \ index{JavaScript} changes the value of the 'src'(source) attribute of an image.



[Turn on the light](#)

[Turn off the light](#)

6.7 Link to file Javascript (*.js)

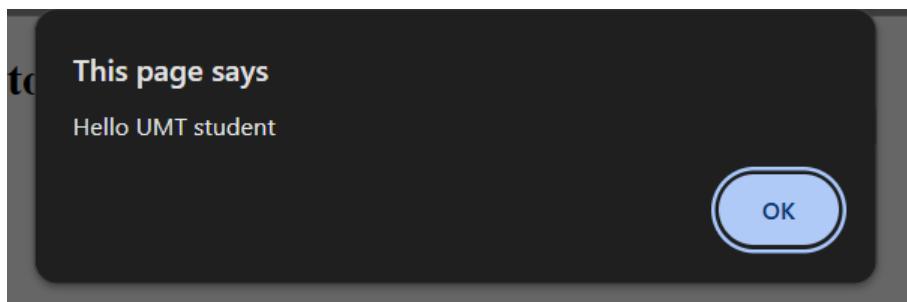
6.7.1 Javascript in <head> or <body>

6.7.2 External JavaScript Advantages

6.7.3 External References

Click the Button to See the Message

Click Me

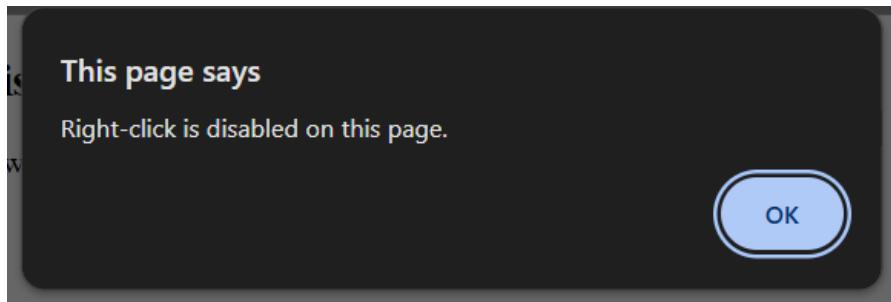


6.8 Working with events

6.8.1 How it Works

Right-Click disabled

Try right-clicking anywhere on this page.



6.9 Multiplication Table

Multiplication Table Generator

Enter number of rows:

Enter number of columns:

Multiplication Table Generator

Enter number of rows:

Enter number of columns:

Multiplication Table Generator

Enter number of rows:

Enter number of columns:

$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$
$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$
$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$
$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$
$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$	$\$\{i * j\}$

6.10 Client-side validation

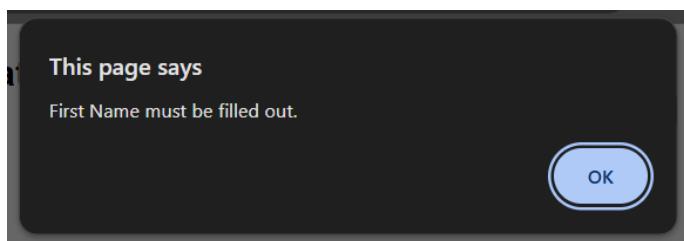
6.10.1 Form Validation

Form Validation Example

First Name:

Form Validation Example

First Name:



6.10.2 Numeric Input Validation

Numeric Input Validation Example

Enter Your Age:

Submit

Numeric Input Validation Example

Enter Your Age:

Submit

This page says

Form submitted successfully!

OK

6.11 Math Function

6.11.1 Guess a Number

6.11.2 How it Works

Guess the Number Game

Try to guess the random number between 1 and 10!

Start Game

This page says

Guess a number between 1 and 10:

OKCancel

This page says

Not matched. The correct number was \${randomNumber}.

OK

This page says

Guess a number between 1 and 10:

OKCancel

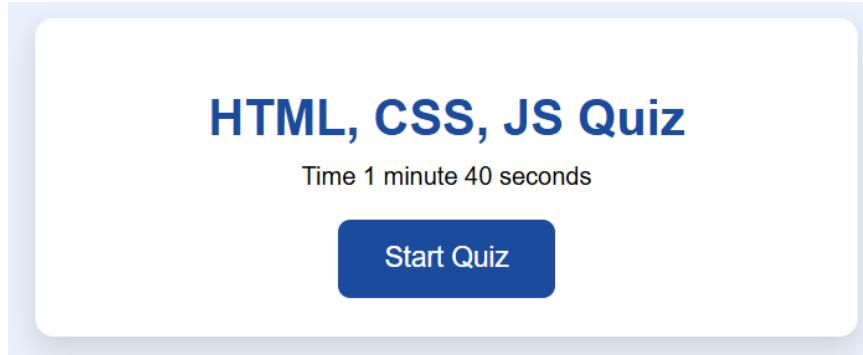
This page says

Please enter a valid number between 1 and 10.

OK

6.12 Lab Exercise 6

6.12.1 Home page before starting the quiz



6.12.2 Views for the first question of the quiz

The image shows a light gray rectangular frame containing a white rectangular area. At the top, the text "HTML, CSS, JS Quiz" is displayed in a bold, dark blue font. Below it, the text "Time Left: 01:35" is shown in a smaller, dark blue font. The main content is a question: "(1/10) Which HTML tag is used to link JavaScript?". Below the question are four options, each in its own horizontal box with a blue border: "<script>", "<js>", "<javascript>", and "<link>". At the bottom of the white area are three buttons: "Previous" (light blue), "Next" (dark blue), and "Finish" (dark blue).

6.12.3 Feedback when the answer is correct

The screenshot shows a quiz interface titled "HTML, CSS, JS Quiz" with a timer of "Time Left: 01:21". A question asks, "(1/10) Which HTML tag is used to link JavaScript?". Four options are listed: "<script>" (highlighted with a green border), "<js>", "<javascript>", and "<link>". Below the options, the text "Correct!" is displayed. At the bottom are buttons for "Previous", "Next", and "Finish".

6.12.4 Feedback when the answer is wrong

The screenshot shows a quiz interface titled "HTML, CSS, JS Quiz" with a timer of "Time Left: 00:53". A question asks, "(2/10) How do you call a function in JavaScript?". Four options are listed: "call functionName" (highlighted with a red border), "run functionName" (highlighted with a green border), "functionName()", and "execute functionName()". Below the options, the text "Wrong!" is displayed. At the bottom are buttons for "Previous", "Next", and "Finish".

6.12.5 The box changes color when you choose.

HTML, CSS, JS Quiz

Time Left: 01:04

(2/10) How do you call a function in JavaScript?

call functionName

run functionName

functionName()

execute functionName()

[Previous](#) [Next](#) [Finish](#)

6.12.6 Time changes to red color when the time is under 30 seconds

HTML, CSS, JS Quiz

Time Left: 00:27

(4/10) What is the correct way to write an IF statement?

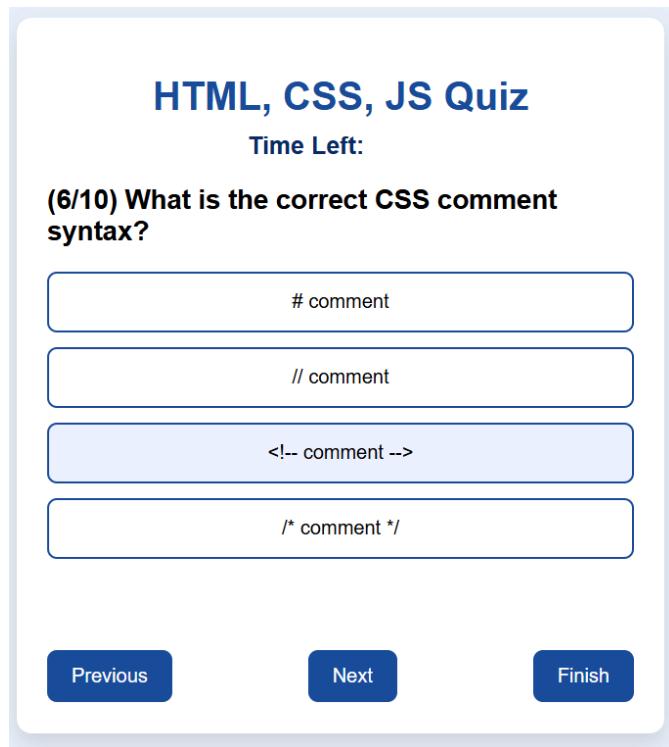
if condition{}

if{condition}

if[condition]{}
if(condition){}

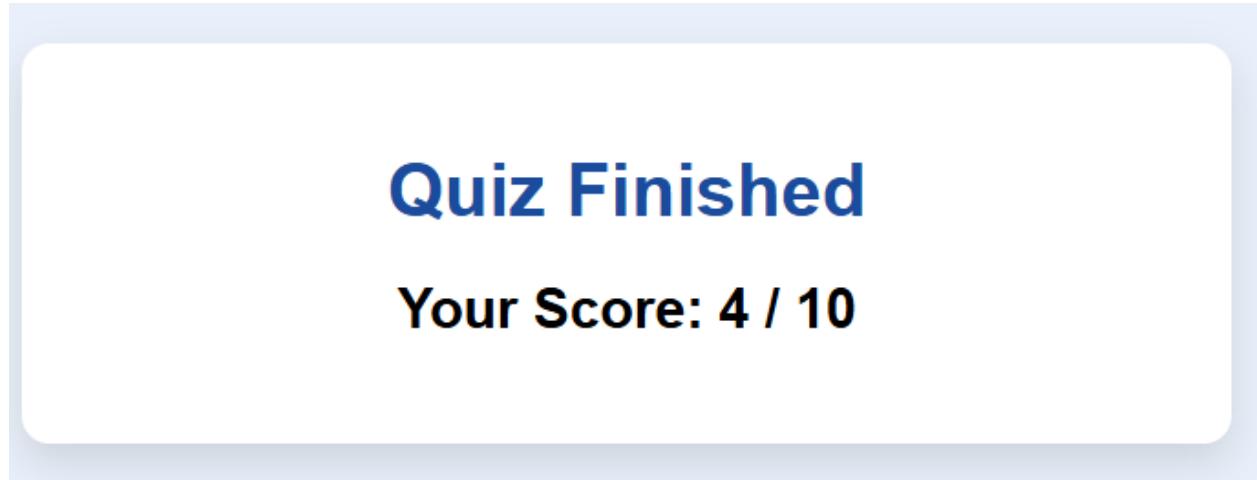
[Previous](#) [Next](#) [Finish](#)

6.12.7 Timer will blink when the timing is below 10 seconds



The image shows a mobile-style quiz interface. At the top, it says "HTML, CSS, JS Quiz". Below that is a "Time Left:" label. A question follows: "(6/10) What is the correct CSS comment syntax?". There are four options in boxes: "# comment", "// comment", "<!-- comment -->", and "/* comment */". At the bottom are three buttons: "Previous", "Next", and "Finish".

6.12.8 The final result of the quiz



The image shows the final result screen of the quiz. It features a large "Quiz Finished" title and the text "Your Score: 4 / 10".