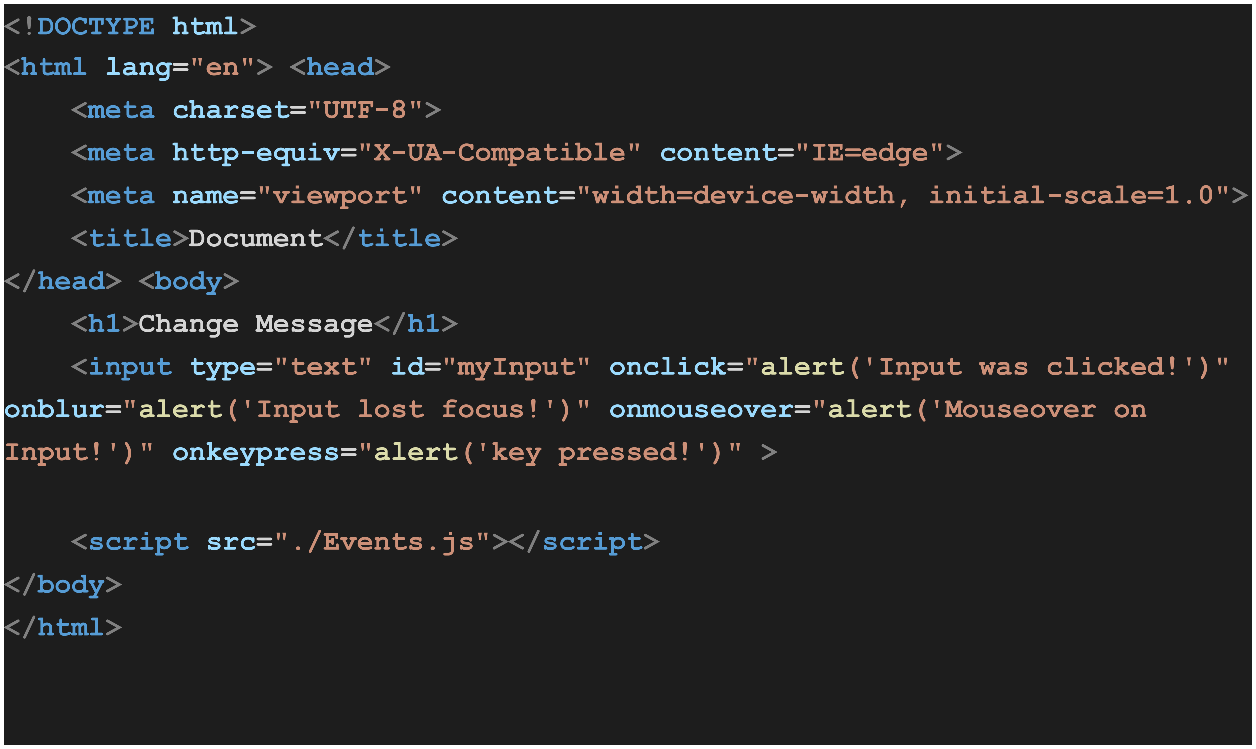
Practical – 5

AIM:
Demonstrate various Ways to handle Events

HTML Source Code:



```
<!DOCTYPE html>
<html lang="en"> <head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head> <body>
    <h1>Change Message</h1>
    <input type="text" id="myInput" onclick="alert('Input was clicked!')"
onblur="alert('Input lost focus!')" onmouseover="alert('Mouseover on
Input!')" onkeypress="alert('key pressed!')" >

    <script src="./Events.js"></script>
</body>
</html>
```

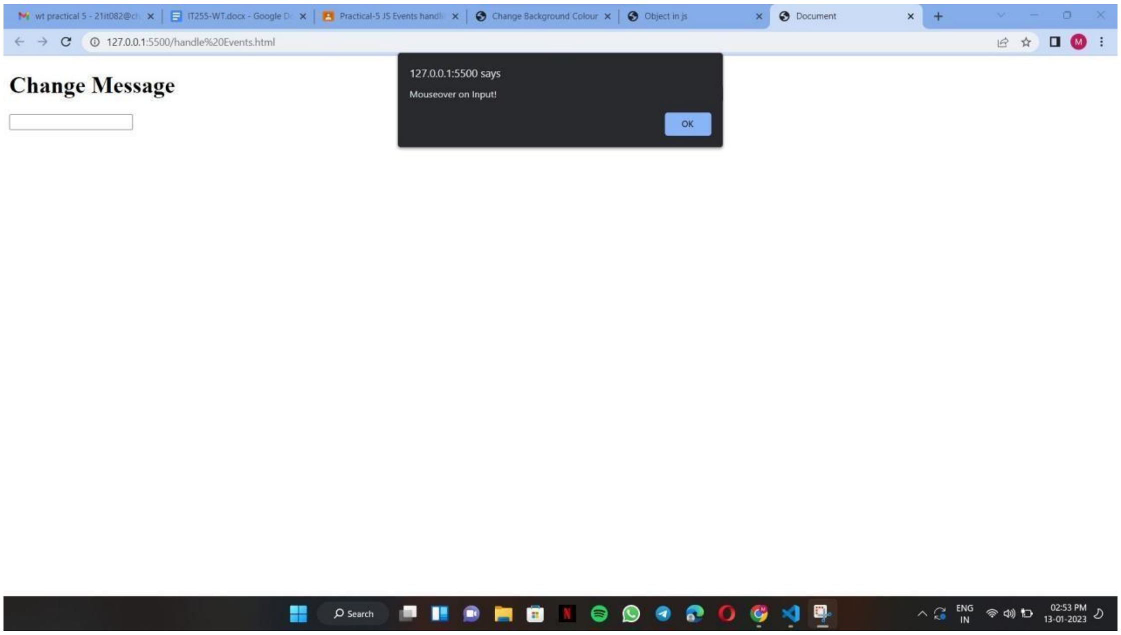
Javascript Source code:

```
const input = document.querySelector("#myInput");
input.addEventListener("click", handleClick);
input.addEventListener("blur", handleBlur);
input.addEventListener("mouseover", handleMouseOver);
input.addEventListener("keypress", handleKeyPress);

function handleClick() { console.log("Input
  was clicked!");
}     function     handleBlur()     {
console.log("Input lost focus!");
}
function handleMouseOver() { console.log("Mouseover
  on Input!");
```

```
} function handleKeyPress(e) {
console.log("Key pressed:" + e.key);
}
```

Output:



Change Message

127.0.0.1:5500 says

Mouseover on Input!

AIM:

Write the Script to Change the background color randomly after every 1 mins

HTML Source Code:

```
<!DOCTYPE html>
<html lang="en"> <head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Change Background Colour</title>
    <script src="./background.js"></script>
</head>
```

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

Javascript Source code:

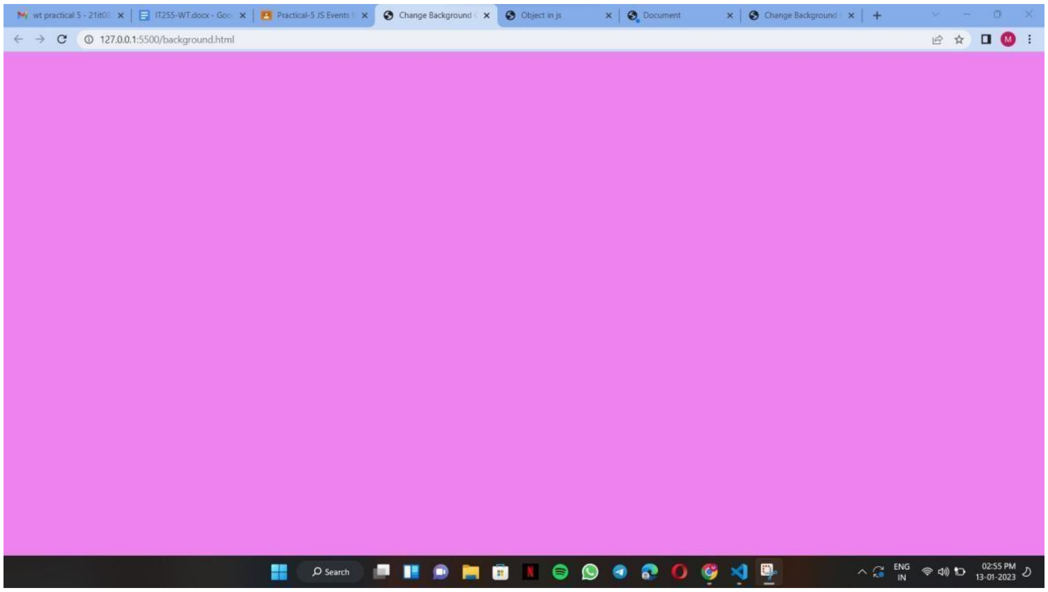
```
let colors = ['red', 'orange', 'yellow', 'green', 'blue', 'indigo',
'violet'];

let currentColorIndex = 0;
 function changeColor() { let body =
document.querySelector('body');

    body.style.backgroundColor = colors[currentColorIndex];

    currentColorIndex = (currentColorIndex + 1) % colors.length;
}  setInterval(changeColor,
60000);
```

Output: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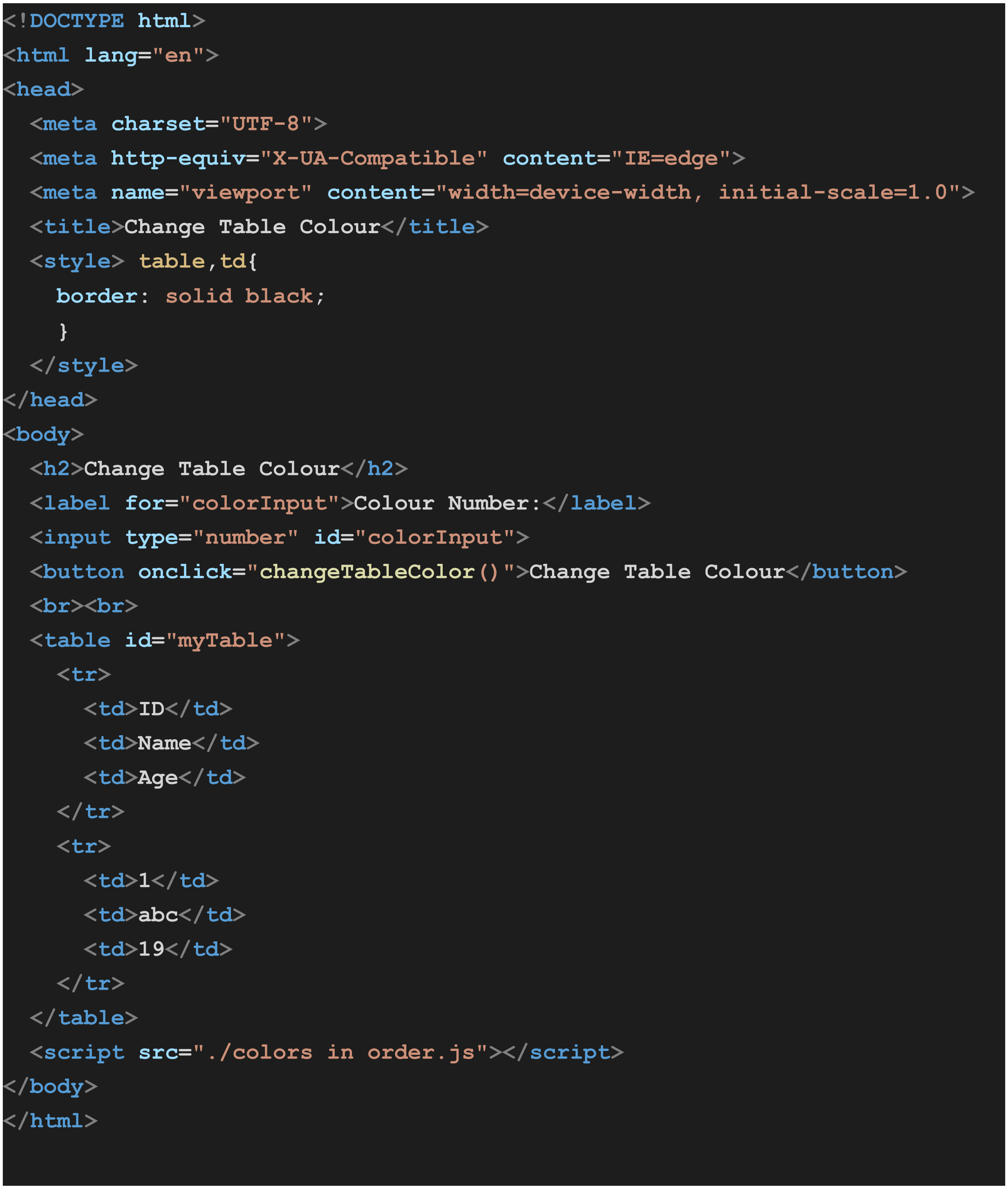
AIM:

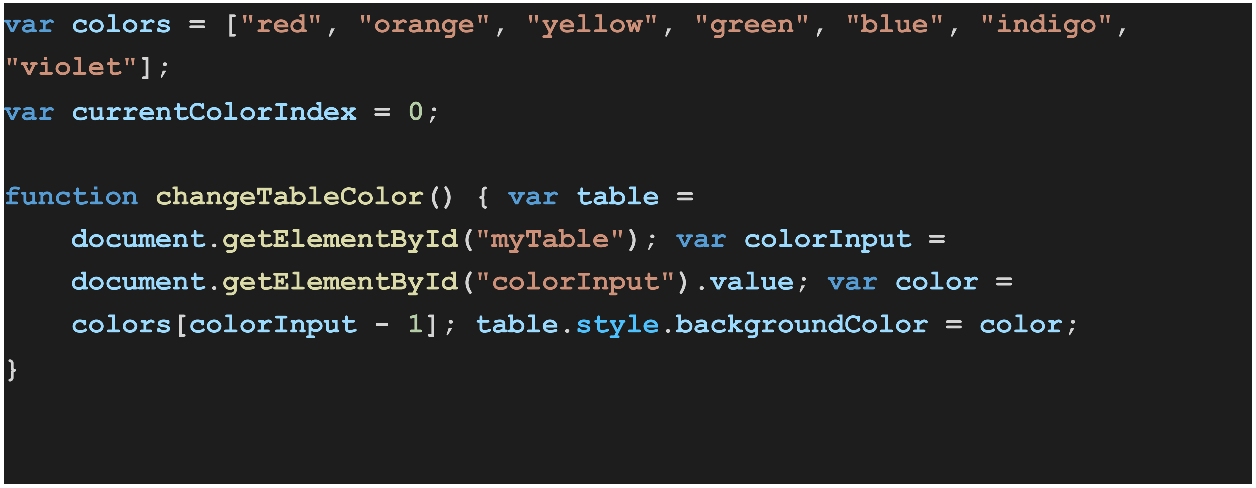
Create Arrays of Colors and Apply these colors in order to tr background of table

HTML Source Code:



```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Change Table Colour</title>
  <style> table,td{
    border: solid black;
    }
  </style>
</head>
<body>
  <h2>Change Table Colour</h2>
  <label for="colorInput">Colour Number:</label>
  <input type="number" id="colorInput">
  <button onclick="changeTableColor()">Change Table Colour</button>
  <br><br>
  <table id="myTable">
    <tr>
      <td>ID</td>
      <td>Name</td>
      <td>Age</td>
    </tr>
    <tr>
      <td>1</td>
      <td>abc</td>
      <td>19</td>
    </tr>
  </table>
  <script src="./colors in order.js"></script>
</body>
</html>
```

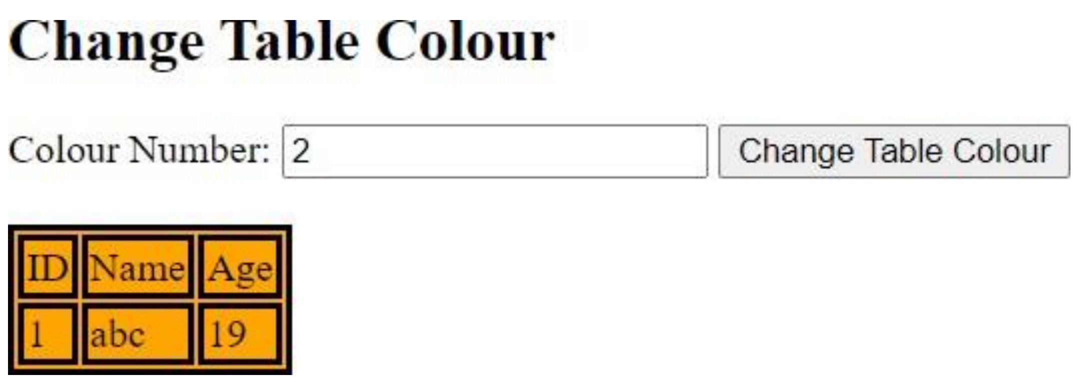
Javascript Source code:



```
var colors = ["red", "orange", "yellow", "green", "blue", "indigo",
"violet"];
var currentColorIndex = 0;

function changeTableColor() { var table =
    document.getElementById("myTable"); var colorInput =
    document.getElementById("colorInput").value; var color =
    colors[colorInput - 1]; table.style.backgroundColor = color;
}
```

Output:



Change Table Colour

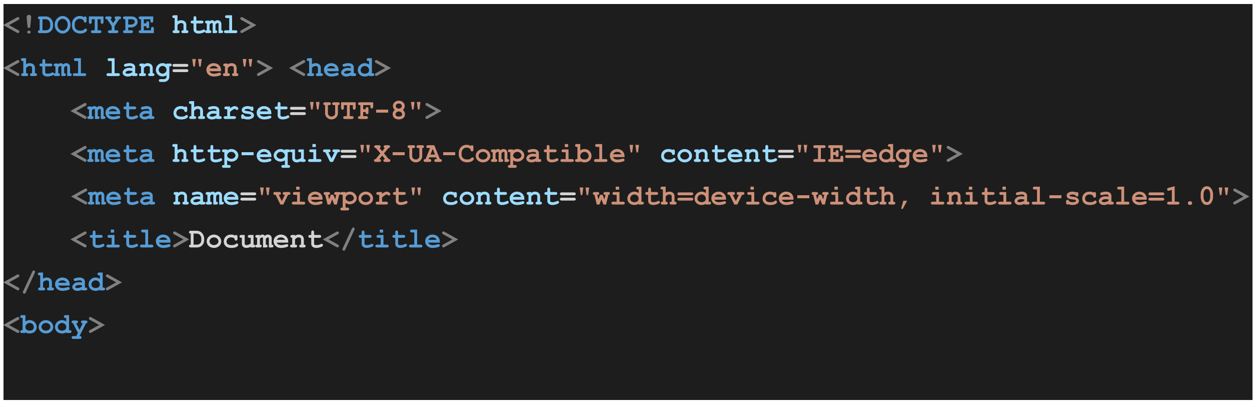
Colour Number: 2

ID	Name	Age
1	abc	19

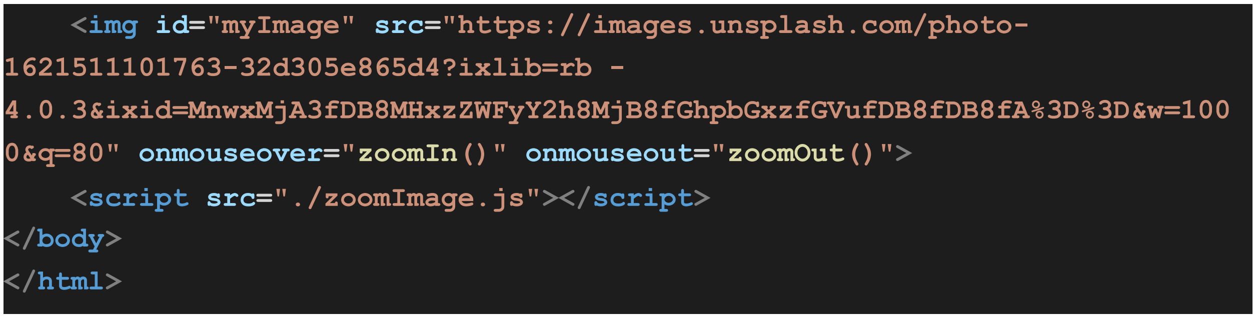
AIM:

Zoom image on mouseover and zoom out on mouse out

HTML Source Code:

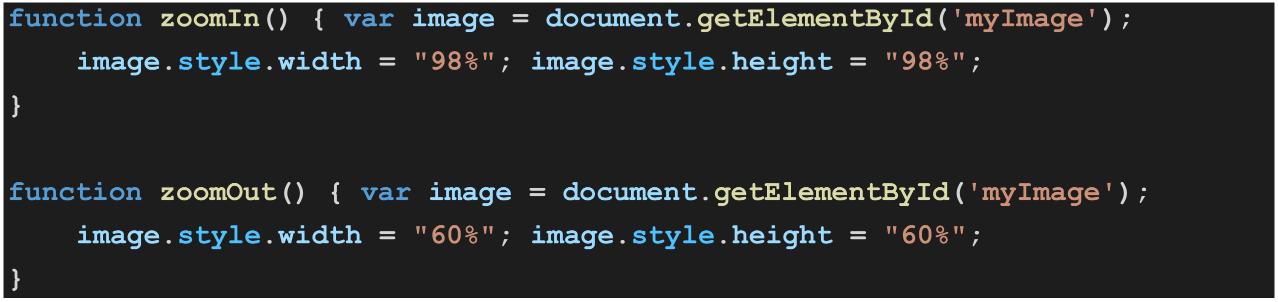


```
<!DOCTYPE html>
<html lang="en"> <head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
```



```
    <img id="myImage" src="https://images.unsplash.com/photo-
1621511101763-32d305e865d4?ixlib=rb -
4.0.3&ixid=MnwxMjA3fDB8MHxzZWFyY2h8MjB8fGhpbGxzfGVufDB8fDB8fA%3D%3D&w=100
0&q=80" onmouseover="zoomIn()" onmouseout="zoomOut()">
    <script src="./zoomImage.js"></script>
</body>
</html>
```

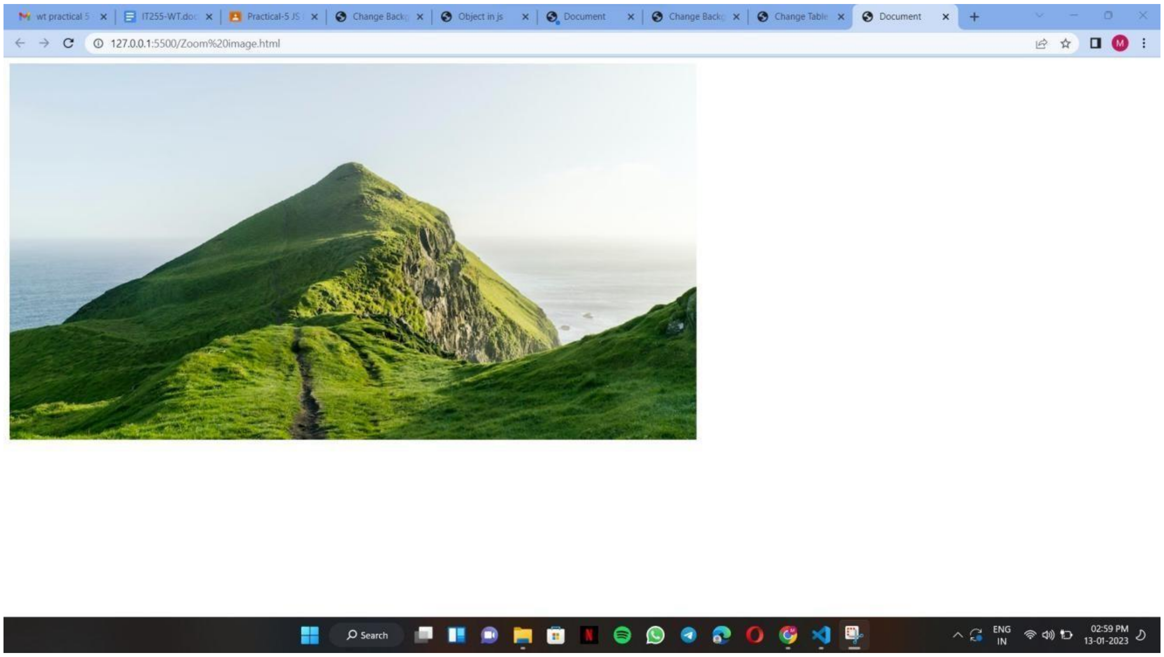
Javascript Source code:



```
function zoomIn() { var image = document.getElementById('myImage');
    image.style.width = "98%"; image.style.height = "98%";
}

function zoomOut() { var image = document.getElementById('myImage');
    image.style.width = "60%"; image.style.height = "60%";
}
```

Output: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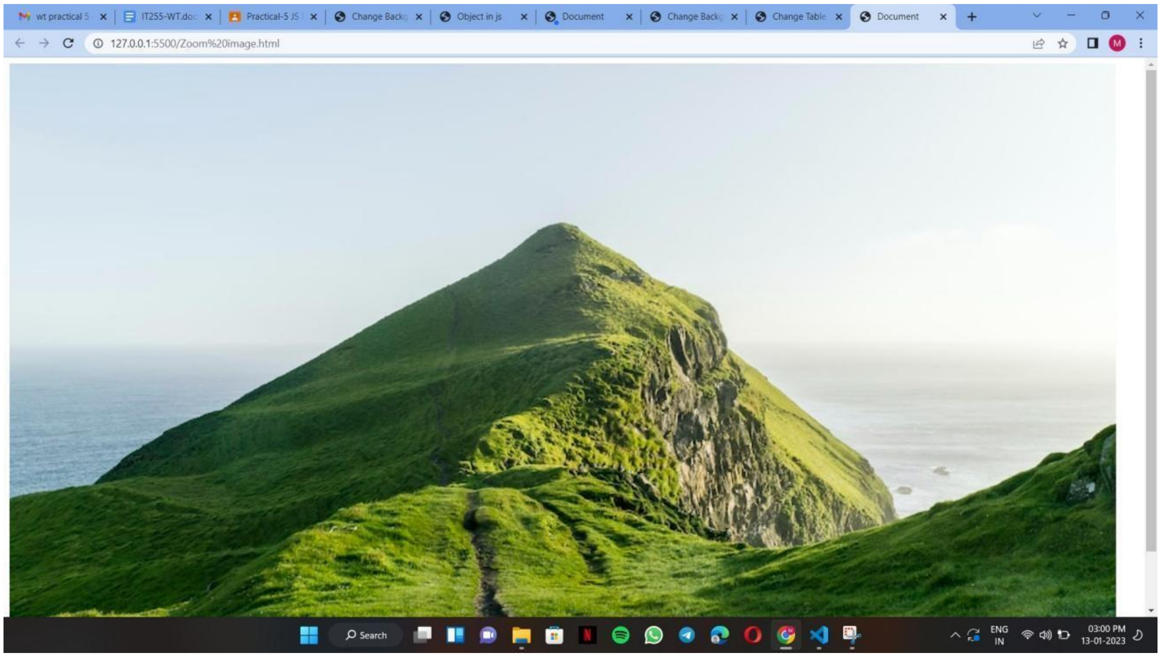
wt practical 5
IT255-WT.doc
Practical-5 JS
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Object in js
Document
Change Back
Change Table
Document
127.0.0.1:5500/Zoom%20image.html
Search
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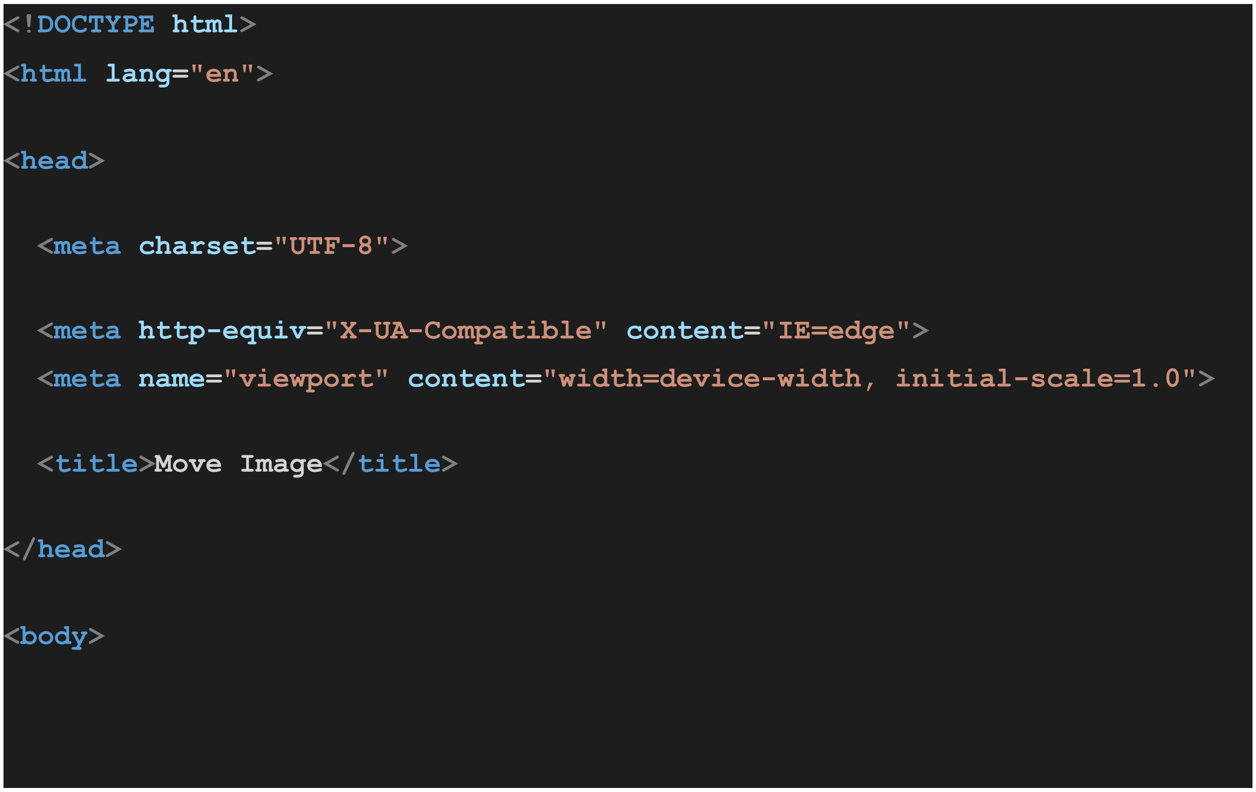
13-01-2023

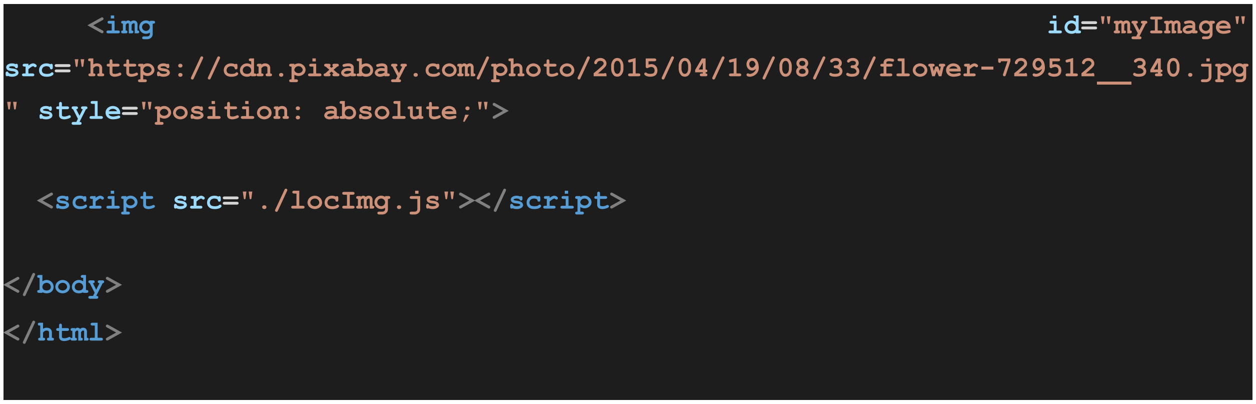
AIM:

Change the location of image based on arrow key of keyboard using callback function

HTML Source Code:

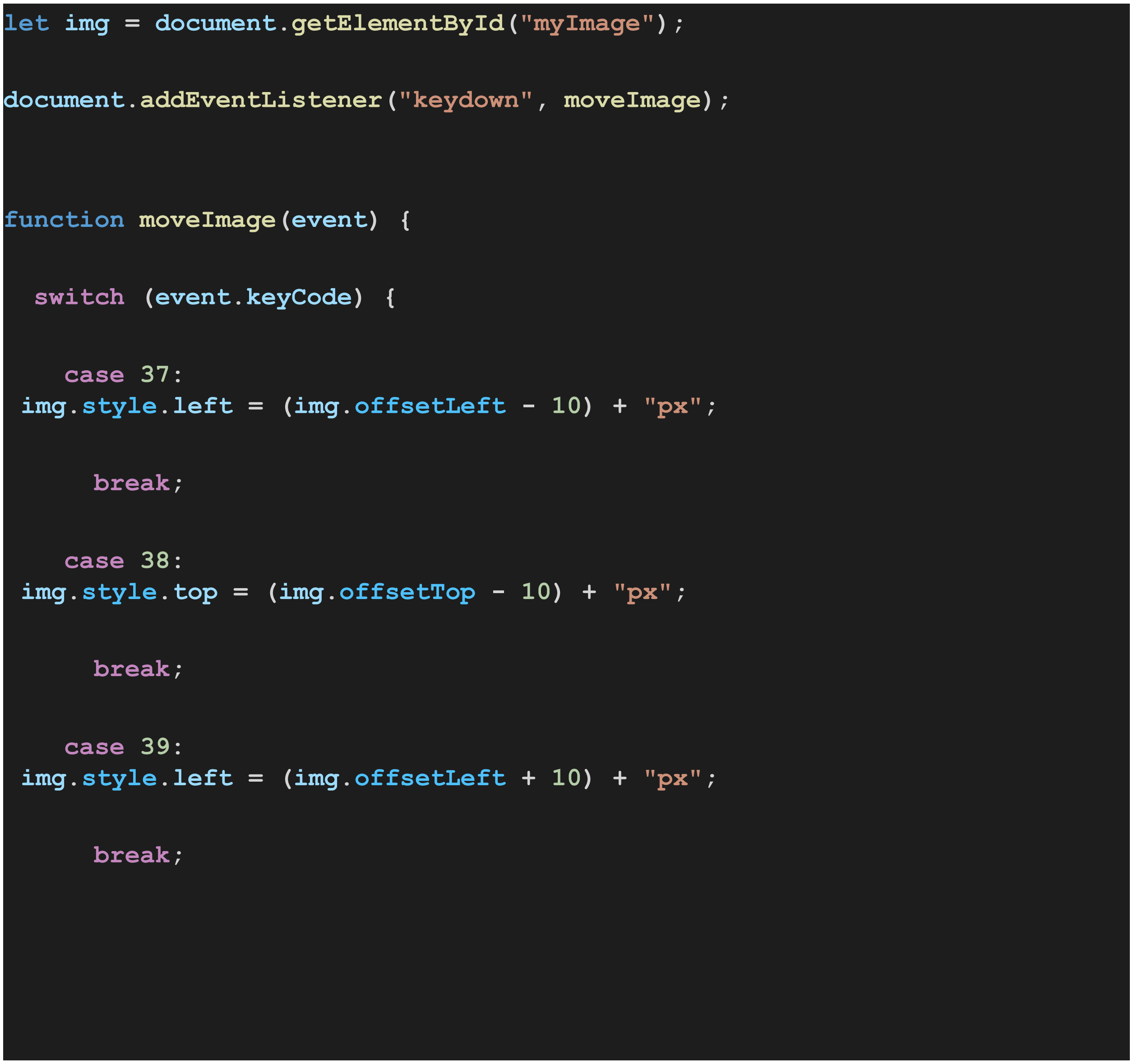


```
<!DOCTYPE html>
<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>Move Image</title>

</head>

<body>
```

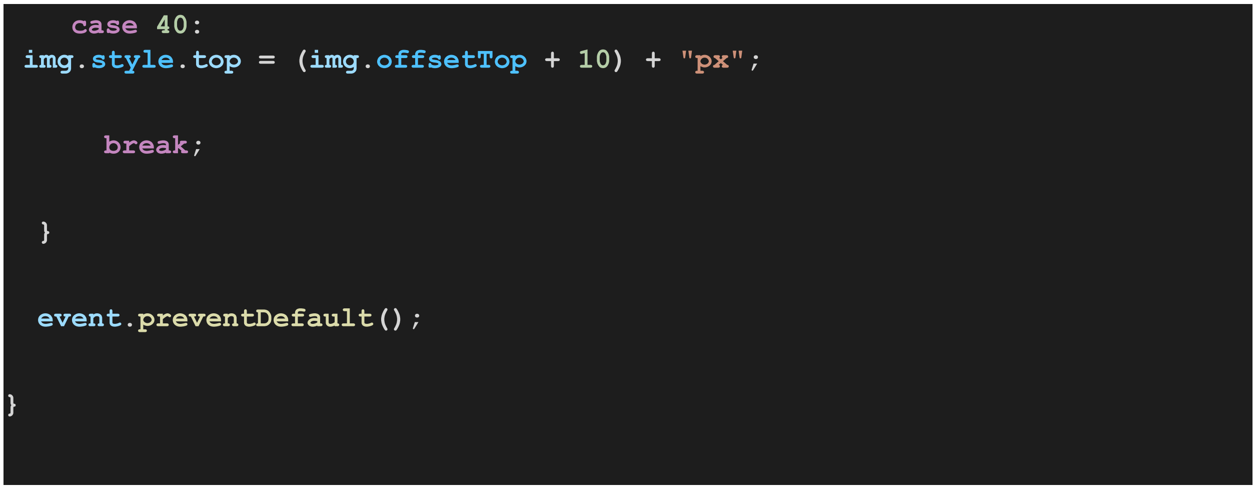


```
     <img                                                          id="myImage"
src="https://cdn.pixabay.com/photo/2015/04/19/08/33/flower-729512__340.jpg
" style="position: absolute;">

  <script src="./locImg.js"></script>

</body>
</html>
```

Javascript Source code:



```
let img = document.getElementById("myImage");

document.addEventListener("keydown", moveImage);


function moveImage(event) {

  switch (event.keyCode) {

    case 37:
 img.style.left = (img.offsetLeft - 10) + "px";

      break;

    case 38:
 img.style.top = (img.offsetTop - 10) + "px";

      break;

    case 39:
 img.style.left = (img.offsetLeft + 10) + "px";

      break;
```



```
    case 40:
 img.style.top = (img.offsetTop + 10) + "px";

      break;

  }

  event.preventDefault();

}
```

Output:

Conclusion:

A callback function is a function passed into another function as an argument, which is then invoked inside the outer function to complete some kind of routine or action.A timer is used to execute some task after a particular time interval.