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ASSIGNMENT 2

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Unit -4

JavaScript

Q.1 Write a JavaScript with DOM to print "Good Day" using IF-Else condition.

→

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<title> DOM PROPERTY </title>
```

```
</head>
```

```
<body>
```

```
<p id = "message"> </p>
```

```
<script>
```

```
var greetingElement = document.getElementById("message");
```

```
var now = new Date();
```

```
var currentHour = now.getHours();
```

```
if (currentHour < 12)
```

```
{
```

```
greetingElement.innerHTML = "Good Morning";
```

```
}
```

```
else if (currentHour < 18)
```

```
{
```

```
greetingElement.innerHTML = "Good Afternoon";
```

```
}
```

```
else
```

```
{
```

```
greetingElement.innerHTML = "Good Evening";
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```


Q2
~~Q1~~
→ Explain all datatypes used in Javascript.

i) Primitive Datatypes.

They are immutable (cannot be changed).

→ Number: Used to represent numeric values, including integers and floating-point numbers. For eg: 5, 3.14 & -7

→ String: Used to represent text. A string is a sequence of characters enclosed in quotes, either single quotes or double quotes. For eg: "Hello World" is a string.

→ Boolean: Used to represent logical values. A boolean can only have two values: True or false.

→ Undefined: Used to represent a variable that has been declared but has not been assigned a value. If a variable is declared but not assigned a value, it is automatically assigned the value of undefined.

→ Null: Used to represent the intentional absence of any object value. It is a special value that indicates the absence of an object value. For eg; if a variable is declared but not assigned a value, it is assigned the value of null.

~> Symbol: A new datatype introduced in ECMAScript 6. Symbols are unique and immutable values that can be used as Object keys. They are often used in advanced programming techniques.

ii) Non-Primitive Datatypes

They are mutable (can be changed).

~> Object: Used to represent complex data structures. Objects are collections of properties, where each property has a name and a valuable value. An object's properties can be accessed using dot notation or bracket notation. For eg: an object can be created to represent a person, with properties like name, age, etc.

★ Some special values: NaN, Infinity, -Infinity.

Q.3 Write a JavaScript for following event handler `onmouseover()`, `onclick()`, `onmouseout()`, `onfocus()`.

→ `<!DOCTYPE html>`

`<html>`

`<head>`

`<title> Event Handler </title>`

`<style>`

`#myButton`

`{`

`background-color: powderblue;`


```

color : black ;
padding : 10 px ;
border : none ;
border-radius : 5px ;
font-size : 18 px ;
cursor : pointer ;

```

```

}

```

```

</style>

```

```

</head>

```

```

<body>

```

```

<button id="myButton">Click me! </button>

```

```

<script>

```

```

var myButton = document.getElementById
("myButton");

```

```

myButton.onmouseover = function() {

```

```

    myButton.style.backgroundColor = "yellow";

```

```

};

```

```

myButton.onclick = function() {

```

```

    alert('Button Clicked');

```

```

};

```

```

myButton.onmouseout = function() {

```

```

    myButton.style.outline = "none" ;

```

```

    myButton.style.boxShadow = "0px 0px 5px #000";

```

```

};

```

```

</script>

```

```

</body>

```

```

</html>

```

~~~~~ x ~~~~~ x ~~~~~