

Learning Material for JavaScript Objects

Below is the learning material that you are expected to read along with completion of the hands-on assignments. The material is mentioned in the order in which it should be read.

No	Material Title	Material Location	Type of Material	Classification
1	JavaScript Objects	JS_2_JavaScriptObjects.pdf	PDF	Mandatory

Hands-on Assignments for JavaScript Objects

Complete the below hands-on assignments before proceeding with the next Topic

No.	Hands-on Assignment	Topics Covered	Status
1	Write a JavaScript program that displays the position of the first occurrence of "World" in the variable txt.		<input type="checkbox"/>
2	Write a JavaScript program that converts the text to upper case.		<input type="checkbox"/>
3	Write a JavaScript function to remove specified number of characters from a string.		<input type="checkbox"/>
4	Create an HTML page with two textboxes and a Calculate button: When user enters the numbers and clicks the Calculate button, it has to alert the sum.		<input type="checkbox"/>
5	Write a JavaScript program which will have one textbox to get input as string and after giving input when you leave the input textbox, a function is triggered which transforms the input text to uppercase.		<input type="checkbox"/>
6	Create a HTML page with 4 hyperlinks named white, red, blue and pink. The background colour of the HTML page will change based on the link which is clicked. Write a javascript function to implement it.		<input type="checkbox"/>
7	Write a JavaScript program which will a. give an alert message of today's date. b. prompt the user to give their name and gives an alert message 'Hello' and username. c. prompt the user to give 2 numbers and alerts the sum of those 2 numbers.		<input type="checkbox"/>
8	Write a JavaScript program that prompts the user to enter a number and display whether the number given is odd or even.		<input type="checkbox"/>
9	Create program to display current time in a textbox (HH:MM:SS) such that the value in the time textbox is dynamic (Time should get updated every second) and not static. [Hint: Use setTimeout function]		<input type="checkbox"/>

