

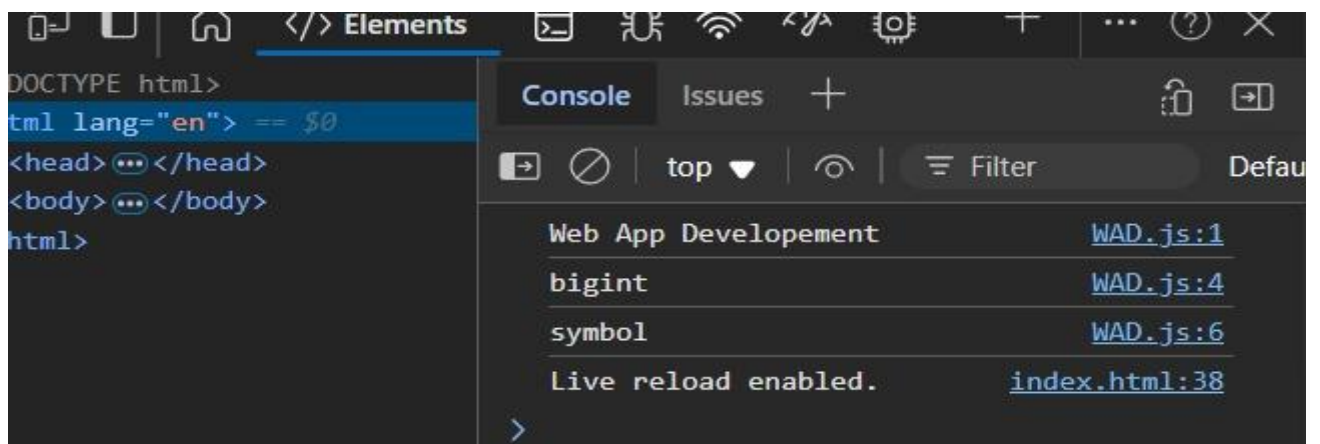
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Web App Development

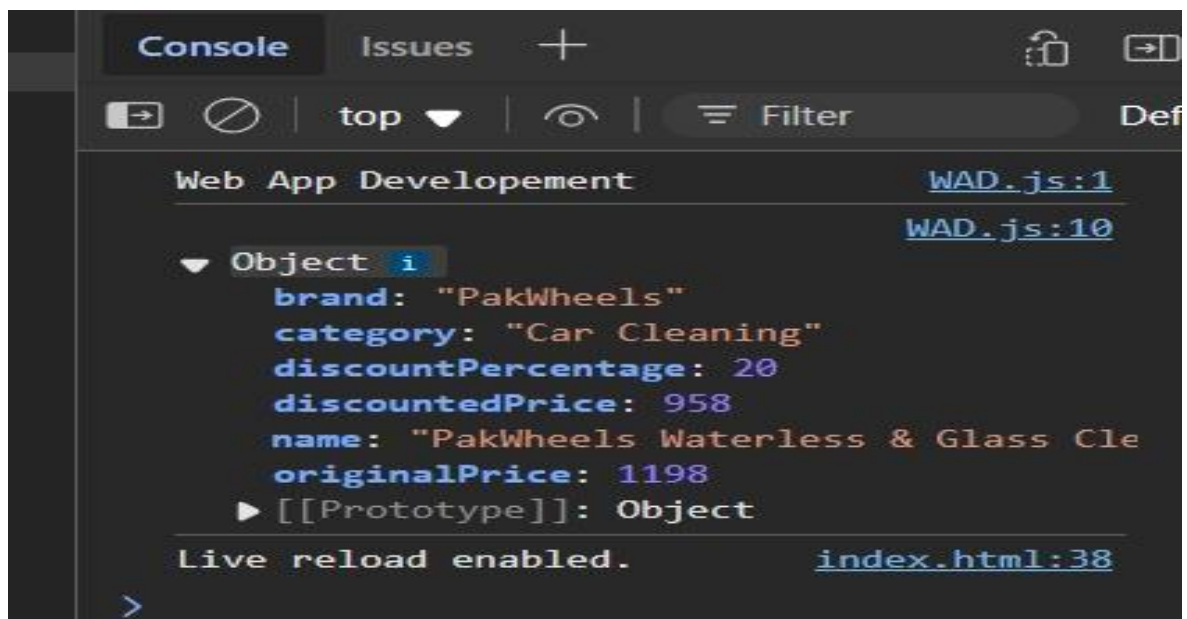
TASK 1

```
login.html | index.html | WAD.js X
WAD.js > ...
1 console.log("Web App Developement")
2
3 let bigIntValue = 123456789012345678901
4 console.log(typeof bigIntValue);
5 let symbolValue = Symbol('description')
6 console.log(typeof symbolValue);
7
```



Task 2

```
const Product={
  name:"PakWheels Waterless & Glass Cleaner",
  category:"Car Cleaning",
  originalPrice:1198,
  discountPercentage:20,
  discountedPrice:958,
  brand:"Pakwheels"
};
console.log(Product);
```



Task 3

C:\> Users > INFOTECH > OneDrive > Desktop > JS task3.js > ...

```
1  const InstagramProfile={
2      username:"raja.ayesha_1",
3      name:"Ayesha Janjua",
4      posts:0,
5      followers:64,
6      following:617,
7      bio: {
8          religion:"Muslim",
9          nationality:"Pakistani",
10         profession:"Nutritionist",
11         interest: "White lover"
12     },
13     followedBy: ["alix123", "hajra12", "6 others"],
14     profilePicture: "C:\Users\INFOTECH\OneDrive\Desktop\web app development\images.html\Riphahlogo.jpg"
15 };
16 console.log(InstagramProfile);
17
```

The screenshot shows a web browser's developer console. The left pane displays the HTML structure, and the right pane shows the console log. The console log displays the output of the JavaScript code, which is the InstagramProfile object. The object is a JavaScript object with the following properties:

- bio:** {religion: 'Muslim', nationality: 'Pakistani', profession: 'Nutritionist', interest: 'White lover'}
- followedBy:** (3) ['alix123', 'hajra12', '6 others']
- followers:** 64
- following:** 617
- name:** "Ayesha Janjua"
- posts:** 0
- profilePicture:** "C:\Users\INFOTECH\OneDrive\Desktop\web app development\images.html\Riphahlogo.jpg"
- username:** "raja.ayesha_1"
- [[Prototype]]:** Object

The console also shows the message "Live reload enabled." and the file path "index.html:38".

TASK 4

```
... login.html index.html JS WAD.js Bootstrap.html Card.html Transio

JS WAD.js > ...

2 let a = 5;
3
4 console.log('Initial value of a:', a);
5
6 // Postfix increment (a++)
7 let postIncrement = a++;
8 console.log('Postfix increment (a++):', postIncrement);
9 console.log('Value of a after a++:', a);
10
11 // Prefix increment (++a)
12 let preIncrement = ++a;
13 console.log('Prefix increment (++a):', preIncrement);
14 console.log('Value of a after ++a:', a);
15
16 // Postfix decrement (a--)
17 let postDecrement = a--;
18 console.log('Postfix decrement (a--):', postDecrement);
19 console.log('Value of a after a--:', a);
20
21 // Prefix decrement (--a)
22 let preDecrement = --a;
23 console.log('Prefix decrement (--a):', preDecrement);
24 console.log('Value of a after --a:', a);
```

```
<!DOCTYPE html>
<html lang="en"> == $0
  <head>...</head>
  <body>...</body>
</html>

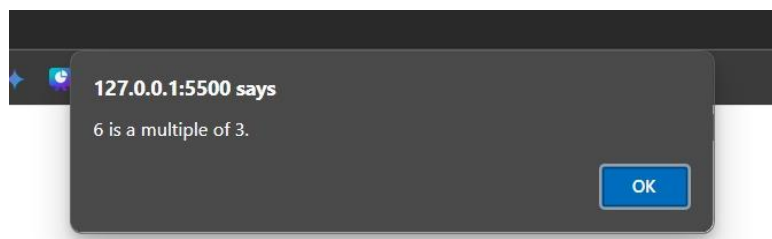
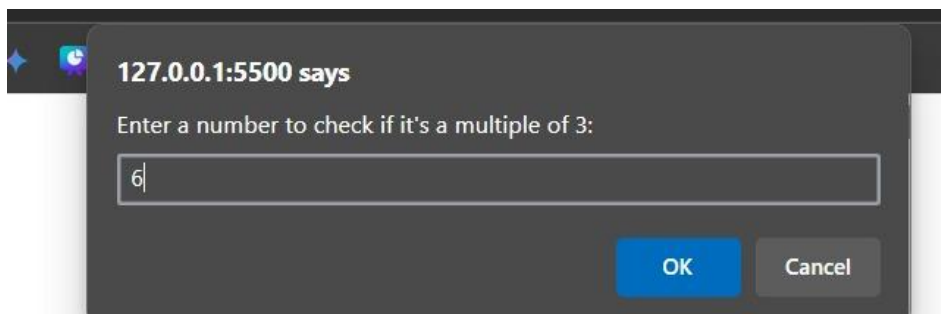
html
Styles Properties
Filter Show ...

Console Issues +
top Filter Defau

Web App Development WAD.js:1
Initial value of a: 5 WAD.js:4
Postfix increment (a++): 5 WAD.js:8
Value of a after a++: 6 WAD.js:9
Prefix increment (++a): 7 WAD.js:13
Value of a after ++a: 7 WAD.js:14
Postfix decrement (a--): 7 WAD.js:18
Value of a after a--: 6 WAD.js:19
Prefix decrement (--a): 5 WAD.js:23
Value of a after --a: 5 WAD.js:24
Live reload enabled. index.html:38
> |
```

TASK 5

```
... login.html index.html JS WAD.js X Bootstrap.html
JS WAD.js > ...
1 console.log("Web App Developement")
2
3
4 // Prompt user to enter a number
5 let number = prompt("Enter a number to check if it's a multiple of 3");
6
7 // Convert the input to a number (since prompt returns a string)
8 number = Number(number);
9
10 // Check if the number is a multiple of 3
11 if (number % 3 === 0) {
12     alert(number + " is a multiple of 3.");
13 } else {
14     alert(number + " is not a multiple of 3.");
15 }
16
```



TASK 6

```
JS WAD.js > ...
1 console.log("Web App Developement")
2
3 let score = prompt("Enter the student's score (0-100):");
4
5 score = Number(score);
6 let grade;
7 if (score >= 80 && score <= 100) {
8     grade = "A";
9 } else if (score >= 70 && score < 80) {
10     grade = "B";
11 } else if (score >= 60 && score < 70) {
12     grade = "C";
13 } else if (score >= 50 && score < 60) {
14     grade = "D";
15 } else if (score >= 0 && score < 50) {
16     grade = "F";
17 } else {
18     grade = "Invalid score! Please enter a number between 0 and 100.";
19 }
20 alert("The grade for a score of " + score + " is: " + grade);
21
```

