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Lab Assignment – V

WEB TECHNOLOGY

T1. Change the content of h2 based on user input

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Changing h2</title>

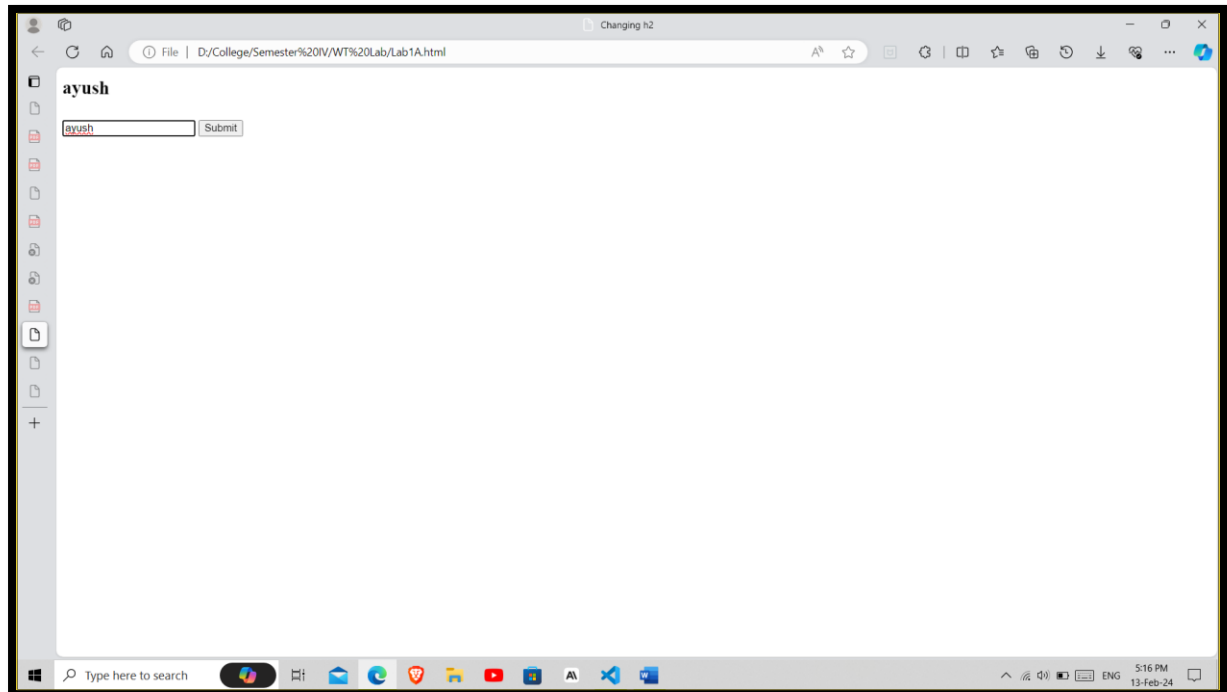
  <style>
    .spin{
      animation-name: spin;
      animation-duration: 5000ms;
      animation-iteration-count: infinite;
      animation-timing-function: linear;
    }
    @keyframes spin {
      from {transform:rotate(0deg);}
      to {transform:rotate(2deg);}
    }
  </style>
</head>
<body>
  <h2>Hello</h2>
  <form id="myForm">
    <input type="text" id="name">
    <button type="submit">Submit</button>
  </form>

  <script>
    let myForm = document.getElementById("myForm");

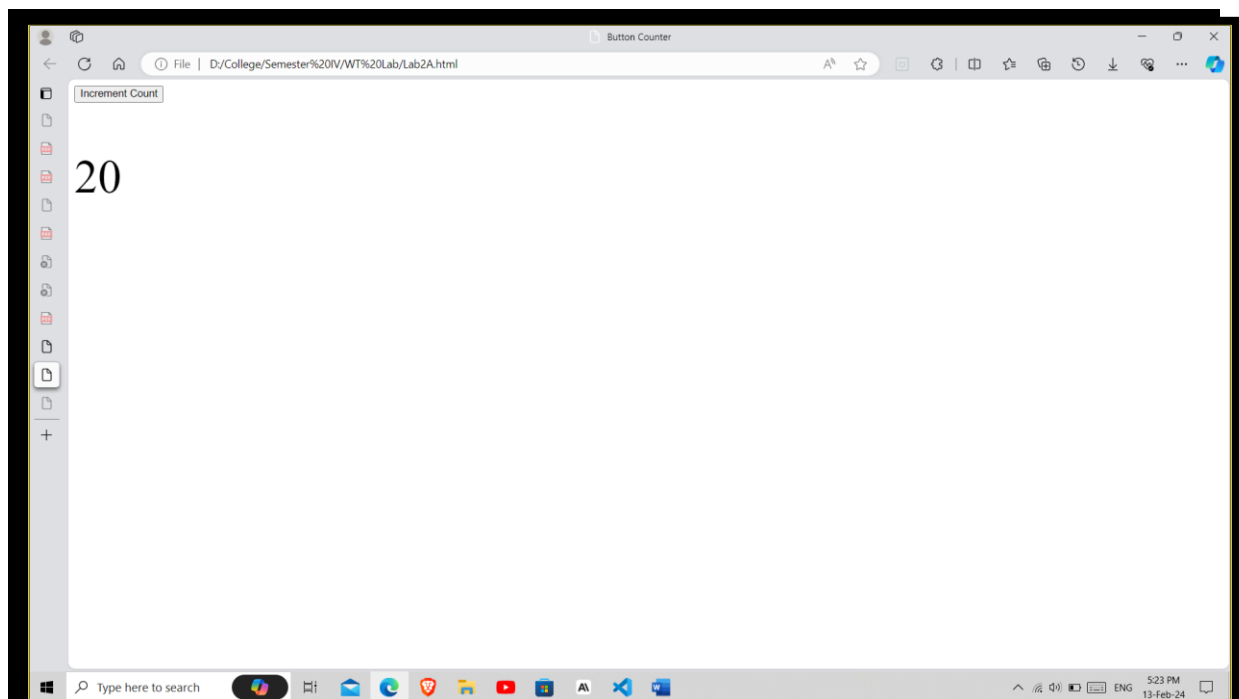
    myForm.addEventListener("submit",function(event){
      event.preventDefault();
      let name = document.getElementById("name").value;
      document.getElementsByTagName("h2")[0].textContent = name;

      document.getElementsByTagName("h2")[0].classList.add("spin");
```

```
});  
</script>  
</body>  
</html>
```



T2. Counting the click count and then changing text size.



```
<!DOCTYPE html>
```

```

<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Button Counter</title>
<style>

    #count {
        font-size: 20px;
    }
</style>
</head>
<body>

<button id="incrementButton">Increment Count</button>
<p id="count">0</p>

<script>

    const button = document.getElementById('incrementButton');
    const countParagraph = document.getElementById('count');

    let count = 0;

    button.addEventListener('click', function() {

        count++;

        countParagraph.textContent = count;

        countParagraph.style.fontSize = (20 + (count * 2)) + 'px';
    });
</script>

</body>
</html>

```

T3. Using createElement and appendChild.

```

</script>
<!DOCTYPE html>
<html lang="en">
<head>

```

```

<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Number List</title>

<style>
  #num-list {
    list-style: none;
    padding: 0;
    margin: 0;
  }

  #num-list li {
    margin-bottom: 5px;
  }

</style>
</head>
<body>

  <script>
    const generateBtn = document.getElementById('btn-generate');
    const numList = document.getElementById('num-list');

    generateBtn.addEventListener('click', function() {
      const numElements = parseInt(document.getElementById('input-num').value);

      if (isNaN(numElements) || numElements <= 0) {
        alert('Please enter a positive integer for the number of elements.');
```

T4. Sum of previous two rows.

```

<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Add Row with Sum</title>
<style>
    table {
        border-collapse: collapse;
        width: 100%;
    }
    th, td {
        border: 1px solid black;
        padding: 8px;
        text-align: center;
    }
    button {
        margin-top: 10px;
        padding: 5px 10px;
        font-size: 16px;
    }
</style>
</head>
<body>

<table id="myTable">
    <thead>
        <tr>
            <th>Row Number</th>
            <th>Value</th>
        </tr>
    </thead>
    <tbody>
        <tr>
            <td>1</td>
            <td>1</td>
        </tr>
        <tr>
            <td>2</td>
            <td>1</td>
        </tr>
    </tbody>
</table>

<button onclick="addRow()">Add Row</button>

<script>
function addRow() {

```

```

    var table = document.getElementById("myTable");
    var rowCount = table.rows.length;
    var lastRow = table.rows[rowCount - 1];
    var previousRow = table.rows[rowCount - 2];

    var newValue = parseInt(lastRow.lastChild.innerText) +
    parseInt(previousRow.lastChild.innerText);

    var newRow = table.insertRow();
    var cell1 = newRow.insertCell(0);
    var cell2 = newRow.insertCell(1);

    cell1.innerText = rowCount;
    cell2.innerText = newValue;
}
</script>

</body>
</html>

```

T5. Text input boxes and buttons.

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Calculator</title>
</head>
<body>
  <h1>Simple Calculator</h1>
  <label for="num1">Number 1:</label>
  <input type="text" id="num1" name="num1">
  <br>
  <label for="num2">Number 2:</label>
  <input type="text" id="num2" name="num2">
  <br>
  <button onclick="calculate('+')">+</button>
  <button onclick="calculate('-')">-</button>
  <button onclick="calculate('.')">.</button>
  <button onclick="calculate('/')">/</button>
  <br>
  <p id="result"></p>
  <script>
    function calculate(operator) {
      const num1 = Number.parseInt(document.getElementById("num1").value);
      const num2 = Number.parseInt(document.getElementById("num2").value);
      let result = 0;
    }
  </script>

```

```

switch (operator) {
  case "+":
    result = num1 + num2;
    break;
  case "-":
    result = num1 - num2;
    break;
  case "*":
    result = num1 * num2;
    break;
  case "/":
    if (num2 !== 0) {
      result = num1 / num2;
    } else {
      result = "Division by zero!";
    }
    break;
}

document.getElementById("result").textContent = result;
}
</script>
</body>
</html>

```

T7. Tip Calculator

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <style>
    body {
      font-family: Arial, sans-serif;
      background-color: #f4f4f4;
      margin: 0;
      padding: 0;
      display: flex;
      justify-content: center;
      align-items: center;
      height: 100vh;
    }

    .tip-calculator {
      background-color: #fff;
      padding: 20px;

```

```

border-radius: 8px;
box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);
text-align: center;
}

</style>
<title>Tip Calculator</title>
</head>
<body>

<div id="tip-calculator" class="tip-calculator">
  <h1>Tip Calculator</h1>

  <label for="billAmount">Bill Amount:</label>
  <input type="number" id="billAmount" min="0" step="0.01"
placeholder="Enter bill amount">

  <label for="tipPercentage">Tip Percentage:</label>
  <input type="range" id="tipPercentage" min="0" max="30" step="1">
  <output for="tipPercentage" id="tipPercentageOutput">15%</output>

  <label for="numberOfPeople">Number of People:</label>
  <input type="number" id="numberOfPeople" min="1" placeholder="Enter number
of people">

  <h2>Tip per person: $<span id="tipAmount">0.00</span></h2>

  <script>
    const billAmountInput = document.getElementById('billAmount');
    const tipPercentageInput = document.getElementById('tipPercentage');
    const tipPercentageOutput =
document.getElementById('tipPercentageOutput');
    const numberOfPeopleInput = document.getElementById('numberOfPeople');
    const tipAmountOutput = document.getElementById('tipAmount');

    billAmountInput.addEventListener('input', updateTip);
    tipPercentageInput.addEventListener('input', updateTip);
    numberOfPeopleInput.addEventListener('input', updateTip);

    function updateTip() {
      const billAmount = parseFloat(billAmountInput.value) || 0;
      const tipPercentage = parseFloat(tipPercentageInput.value);
      const numberOfPeople = parseInt(numberOfPeopleInput.value) || 1;

      const tipAmount = (billAmount * tipPercentage) / 100 / numberOfPeople;

      tipAmountOutput.textContent = tipAmount.toFixed(2);

```



```
        tipPercentageOutput.textContent = tipPercentage + '%';
    }
</script>
</div>
</body>
</html>
```