Programing Lab 3
Assignment 4

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Batch : T5

Github Like: https://github.com/Ayush9022/PL3/tree/main/Assignment4

Problem 1 :


```html
<div id="wrapper">
  <input type="text" value="OFF" readonly/>
  <button type="button">Click Me</button>
</div>
```
HTML

```javascript
// assign the correct elements to the variables
const buttonElem = document.querySelector("#wrapper button");
const inputElem = document.querySelector("#wrapper input");

buttonElem.addEventListener('click', () => {
  const oldText = inputElem.value;
    return inputElem.value = oldText === "ON" ? "OFF" : "ON";
});
```
Javascript


```html
<ul id="list">
  <li>OFF</li>
  <li>OFF</li>
  <li>OFF</li>
  <li>OFF</li>
  <li>OFF</li>
  <li>OFF</li>
</ul>
```
HTML

```javascript
// assign the correct elements to the variable
const listItems = document.querySelectorAll("#list li");

const handleHover = (event) => {
  return event.target.innerText = 'ON';
};
if(listItems.length > 1) {
  listItems.forEach(item => item.addEventListener('mouseover', handleHover));
}
```
Javascript

Problem 2 :

View

Click Me

HTML
```
<input type="text" id="input" readonly/>

<button type="button" id="button">Click Me</button>
```

Javascript
```
const button = document.getElementById('button');
const input = document.getElementById('input');

const handleClick = () => {
  input.value = 'Hello World';
};

// type in your code here
button.addEventListener('click', handleClick);
```

View

Hover Me

HTML
```
<div id="element">
  Hover Me
</div>
```

Javascript
```
const element = document.getElementById('element');

const changeText = () => {
  element.innerText = 'Thanks!';
};

// type in your code here
element.addEventListener("mouseover",changeText);
```

Problem 3 :

View

Click Me

HTML

```html
<div id="green"/>
<div id="red"/>
<button type="button" id="button">Click Me</button>
```

```javascript
const button = document.querySelector('#button');

const removeRedCircle = () => {
  const redCircle = document.querySelector('#red');
  redCircle.parentNode.removeChild(redCircle);
};

button.addEventListener('click', removeRedCircle);
```

Javascript

Problem 4 :

checkbox

Verify Code

View

```html
<input id="checkbox" disabled/>
<label for="checkbox">checkbox</label>
<button type="button" id="button">Verify Code</button>
```

HTML

```javascript
const button = document.getElementById('button');
button.addEventListener('click', () => {
  // type in your code here
  const checkbox = document.getElementById('checkbox');
  checkbox.checked = true;
});
```

Javascript

reset

Max

Musterman

full name

Verify Code

View

```html
<input type="text" id="firstName" placeholder="Max"
value="Max"/>
<input type="text" id="lastName" placeholder="Musterman"
value="Musterman"/>
<input type="text" id="fullName" placeholder="full name"
readonly/>
<button type="button" id="button">Verify Code</button>
```

HTML

```javascript
const button = document.getElementById('button');
button.addEventListener('click' , () => {
  // type in your code here
  const firstName = document.getElementById('firstName');
  const lastName = document.getElementById('lastName');
  const fullName = document.getElementById('fullName');
  fullName.value = firstName.value + ' ' + lastName.value;
});
```

Javascript

View

```html
<ul id="list">
  <li/>
  <li/>
  <li/>
  <li/>
  <li/>
  <li/>
  <li/>
  <li/>
  <li/>
  <li/>
</ul>
```

HTML

```javascript
const list = document.getElementById('list');

const handleHover = event => {
  if(event.target !== list) {
    event.target.style.visibility = 'hidden';
  }
};
list.addEventListener('mouseover', handleHover);
```

Javascript

Problem 5 :

Click Me

View

```html
<button type="button" id="button">Click Me</button>
```

HTML

```javascript
const button = document.getElementById('button');
let stopped = false;

function move(isReturning) {
 const width = button.parentNode.clientWidth;
 const left = parseInt(button.style.left , 10) || 0;
 if (!stopped) {
    button.style.left = (isReturning ? left - 1 : left + 1) + 'px';
    setTimeout(() => move ((isReturning && left > 0) || left === width - button.clientWidth ), 10);
 };
};

move();

button.addEventListener('click', () => {
  // type in your code here
  stopped = !stopped;
  move();
});
```

Javascript