# **Practical No 2**

## **Aim: Programing Fundamental Of JavaScript**

```
A. Variables
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Variable In JavaScript</title>
  <style>
    body {
      background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
    }
  </style>
</head>
<body>
  <h1>JavaScript Variable</h1>
  <script>
    // Variable In JavaScript
    // var, let, const Keyword In JavaScript For Declaring Variable
    // var Keyword Is Used For Declaring Variable In JavaScript But It Has Some Limitations And Not
Recommended To Use It
    // let Keyword Is Used For Declaring Variable In JavaScript
    // const Keyword Is Used For Declaring Constant In JavaScript
    // When We Declare Variable In JavaScript, We Can Assign Value To It If Not Assigned, It Will Return
Undefined
    // Declaring Variable
    var name;
    let age;
    let salary;
    const country = "India";
    // Assigning Value To Variable
    name = "John Doe";
    age = 30;
    // Accessing Variable
    document.write("Name : " + name);
```

document.write("<br>");

document.write("Age : " + age);

```
document.write("<br>");
  document.write("Salary : " + salary);
  document.write("<br>");
  document.write("Country : " + country);
  </script>
  </body>
</html>
```

# JavaScript Variable

Name: John Doe

Age: 30

Salary: undefined Country: India

#### **B.** Operators

#### 1. Arithmetic Operators

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Arithmetic Operator</title>
  <style>
    body {
      background: aliceblue;
       color: blueviolet;
    }
    h1 {
      text-align: center;
  </style>
</head>
<body>
  <h1>JavaScript Arithmetic Operator</h1>
  <script>
    // Arithmetic Operator In JavaScript
    // +, -, *, /, %, **, ++, -- Keyword In JavaScript For Arithmetic Operation
    // + Keyword Is Used For Addition In JavaScript
    // - Keyword Is Used For Subtraction In JavaScript
    // * Keyword Is Used For Multiplication In JavaScript
    // / Keyword Is Used For Division In JavaScript
    // % Keyword Is Used For Modulus In JavaScript
    // ** Keyword Is Used For Exponent In JavaScript
    // ++ Keyword Is Used For Increment In JavaScript
```

```
// -- Keyword Is Used For Decrement In JavaScript
// Addition In JavaScript
document.write("Addition In JavaScript");
document.write("<br>");
let a = 10;
let b = 20;
let c = a + b;
document.write("10 + 20 = ", c);
document.write("<br>");
// Subtraction In JavaScript
document.write("Subtraction In JavaScript");
document.write("<br>");
let d = 10;
let e = 20;
let f = d - e;
document.write("10 - 20 = ", f);
document.write("<br>");
// Multiplication In JavaScript
document.write("Multiplication In JavaScript");
document.write("<br>");
let g = 10;
let h = 20;
let i = g * h;
document.write("10 * 20 = ", i);
document.write("<br>");
// Division In JavaScript
document.write("Division In JavaScript");
document.write("<br>");
let j = 10;
let k = 20;
let l = j / k;
document.write("10 / 20 = ", l);
document.write("<br>");
// Modulus In JavaScript
document.write("Modulus In JavaScript");
document.write("<br>");
let m = 10;
let n = 20;
let o = m \% n;
document.write("10 % 20 = ", o);
document.write("<br>");
// Exponent In JavaScript
document.write("Exponent In JavaScript");
document.write("<br>");
let p = 3;
let q = 3;
let r = p ** q;
```

```
document.write("3 ** 3 = ", r);
    document.write("<br>");
    // Increment & Decrement In JavaScript
    document.write("Increment & Decrement In JavaScript");
    document.write("<br>");
    document.write("Intial Value = 10");
    document.write("<br>");
    let s = 10;
    s++;
    document.write("Increment = ", p);
    document.write("<br>");
    S--;
    document.write("Decrement = ", q);
    document.write("<br>");
  </script>
</body>
</html>
```

# JavaScript Arithmetic Operator

```
Addition In JavaScript
10 + 20 = 30
Subtraction In JavaScript
10 - 20 = -10
Multiplication In JavaScript
10 * 20 = 200
Division In JavaScript
10/20 = 0.5
Modulus In JavaScript
10\% 20 = 10
Exponent In JavaScript
3 ** 3 = 27
Increment & Decrement In JavaScript
Intial Value = 10
Increment = 3
Decrement = 3
```

### 2. Comparison Operators

```
color: blueviolet:
    }
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>JavaScript Comparison Operator</h1>
  <script>
    // JavaScript Comparison Operator
    // ==, ===, !=, !==, >, <, >=, <=
    // == Is Used For Checking If Two Values Are Equal
    // === Is Used For Checking If Two Values Are Equal And Of The Same Type
    // != Is Used For Checking If Two Values Are Not Equal
    // > Is Used For Checking If The First Value Is Greater Than The Second Value
    // < Is Used For Checking If The First Value Is Less Than The Second Value
    // >= Is Used For Checking If The First Value Is Greater Than Or Equal To The Second Values
    // <= Is Used For Checking If The First Value Is Less Than Or Equal To The Second Values
    // == Is Used For Checking If Two Values Are Equal
    document.write("== Is Used For Checking If Two Values Are Equal");
    document.write("<br>");
    let a = 10;
    let b = 20;
    let c = a == b:
    document.write("10 == 20 = ", c);
    document.write("<br>");
    // === Is Used For Checking If Two Values Are Equal And Of The Same Type
    document.write("=== Is Used For Checking If Two Values Are Equal And Of The Same Type");
    document.write("<br>");
    let d = 10:
    let e = "10";
    let f = d === e;
    document.write("10 === 10 = ", f);
    document.write("<br>");
    // != Is Used For Checking If Two Values Are Not Equal
    document.write("!= Is Used For Checking If Two Values Are Not Equal");
    document.write("<br>");
    let g = 10;
    let h = 20;
    let i = g != h;
    document.write("10 != 20 = ", i);
    document.write("<br>");
    // > Is Used For Checking If The First Value Is Greater Than The Second Value
    document.write("> Is Used For Checking If The First Value Is Greater Than The Second Value");
    document.write("<br>");
    let j = 10;
    let k = 10;
```

```
let l = j > k;
    document.write("10 > 10 = ", l);
    document.write("<br>");
    // < Is Used For Checking If The First Value Is Less Than The Second Value
    document.write("< Is Used For Checking If The First Value Is Less Than The Second Value");
    document.write("<br>");
    let m = 10;
    let n = 20;
    let o = m < n;
    document.write("10 < 20 = ", o);
    document.write("<br>");
    // >= Is Used For Checking If The First Value Is Greater Than Or Equal To The Second Values
    document.write(">= Is Used For Checking If The First Value Is Greater Than Or Equal To The Second
Values");
    document.write("<br>");
    let p = 10;
    let q = 10;
    let r = p >= q;
    document.write("10 \ge 10 = ", r);
    document.write("<br>");
    // <= Is Used For Checking If The First Value Is Less Than Or Equal To The Second Values
    document.write("<= Is Used For Checking If The First Value Is Less Than Or Equal To The Second Values");
    document.write("<br>");
    let s = 10;
    let t = 20;
    let u = s \le t;
    document.write("10 <= 20 = ", u);
    document.write("<br>");
  </script>
</body>
</html>
```

# **JavaScript Comparison Operator**

```
== Is Used For Checking If Two Values Are Equal

10 == 20 = false
=== Is Used For Checking If Two Values Are Equal And Of The Same Type

10 === 10 = false
!= Is Used For Checking If Two Values Are Not Equal

10 != 20 = true
> Is Used For Checking If The First Value Is Greater Than The Second Value

10 > 10 = false
< Is Used For Checking If The First Value Is Less Than The Second Value

10 < 20 = true
>= Is Used For Checking If The First Value Is Greater Than Or Equal To The Second Values

10 >= 10 = true
<= Is Used For Checking If The First Value Is Less Than Or Equal To The Second Values

10 <= 20 = true
```

#### 3. Logical Operators

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Logical Operators</title>
  <style>
    body {
      background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>JavaScript Logical Operators</h1>
  <script>
    // JavaScript Logical Operators
    // && Keyword Is Used For Logical And
    // || Keyword Is Used For Logical Or
    //! Keyword Is Used For Logical Not
    // && Keyword Is Used For Logical And
    document.write("&& Keyword Is Used For Logical And");
    document.write("<br>");
    let a = 10;
    let b = 20;
    let c = a \&\& b;
    document.write("10 && 20 = ", c);
    document.write("<br>");
    // || Keyword Is Used For Logical Or
    document.write("|| Keyword Is Used For Logical Or");
    document.write("<br>");
    let d = 10;
    let e = 20;
    let f = d \parallel e;
    document.write("10 || 20 = ", f);
    document.write("<br>");
    //! Keyword Is Used For Logical Not
    document.write("! Keyword Is Used For Logical Not");
    document.write("<br>");
    let g = 10;
    let h = !g;
    document.write("!10 = ", h);
  </script>
```

</html>

# **JavaScript Logical Operators**

```
&& Keyword Is Used For Logical And
10 && 20 = 20
|| Keyword Is Used For Logical Or
10 || 20 = 10
! Keyword Is Used For Logical Not
!10 = false
```

#### 4. Assignment Operators

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Assignment Operator</title>
  <style>
    body {
      background: aliceblue;
      color: blueviolet;
    }
    h1 {
      text-align: center;
  </style>
</head>
<body>
  <h1>JavaScript Assignment Operator</h1>
  <script>
    // JavaScript Assignment Operator
    // = Keyword Is Used For Assigning Value To A Variable
    // += Keyword Is Used For Adding Value To A Variable
    // -= Keyword Is Used For Subtracting Value From A Variable
    // *= Keyword Is Used For Multiplying Value Of A Variable
    // /= Keyword Is Used For Dividing Value Of A Variable
    // %= Keyword Is Used For Modulo Value Of A Variable
    // = Keyword Is Used For Assigning Value To A Variable
    document.write("= Keyword Is Used For Assigning Value To A Variable");
    document.write("<br>");
    let a = 10;
    document.write("a = 10 = ", a);
    document.write("<br>");
```

```
// += Keyword Is Used For Adding Value To A Variable
    document.write("+= Keyword Is Used For Adding Value To A Variable");
    document.write("<br>");
    let b = 10;
    b += 20; // b = b + 20
    document.write("b += 20 = ", b);
    document.write("<br>");
    // -= Keyword Is Used For Subtracting Value From A Variable
    document.write("-= Keyword Is Used For Subtracting Value From A Variable");
    document.write("<br>");
    let c = 10;
    c = 20; // c = c - 20
    document.write("c = 20 = ", c);
    document.write("<br>");
    // *= Keyword Is Used For Multiplying Value Of A Variable
    document.write("*= Keyword Is Used For Multiplying Value Of A Variable");
    document.write("<br>");
    let d = 10;
    d *= 20; // d = d * 20
    document.write("d *= 20 = ", d);
    document.write("<br>");
    // /= Keyword Is Used For Dividing Value Of A Variable
    document.write("/= Keyword Is Used For Dividing Value Of A Variable");
    document.write("<br>");
    let e = 10;
    e /= 20; // e = e / 20
    document.write("e \neq 20 = ", e);
    document.write("<br>");
    // %= Keyword Is Used For Modulo Value Of A Variable
    document.write("%= Keyword Is Used For Modulo Value Of A Variable");
    document.write("<br>");
    let f = 10;
    f %= 20; // f = f % 20
    document.write("f \%= 20 = ", f);
  </script>
</body>
</html>
```

## **JavaScript Assignment Operator**

```
= Keyword Is Used For Assigning Value To A Variable
a = 10 = 10
+= Keyword Is Used For Adding Value To A Variable
b += 20 = 30
-= Keyword Is Used For Subtracting Value From A Variable
c -= 20 = -10
*= Keyword Is Used For Multiplying Value Of A Variable
d *= 20 = 200
/= Keyword Is Used For Dividing Value Of A Variable
e /= 20 = 0.5
%= Keyword Is Used For Modulo Value Of A Variable
f %= 20 = 10
```

#### **C.** Control Flow Statements

#### I. Conditional Statement

#### 1. if Condition

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>If Statement</title>
  <style>
    body {
      background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>JavaScript If Statement</h1>
  <script>
    // JavaScript If Statement
    // if Statement Is Used For Checking The Condition
    // if Statement Is Used For Executing The Statement If The Condition Is True
    // if Statement Is Used For Executing The Statement If The Condition Is False
    document.write("if Statement Is Used For Checking The Condition");
    document.write("<br>");
    let a = 10;
    let b = 20;
    document.write("a = ", a);
    document.write("<br>");
    document.write("b = ", b);
    document.write("<br>");
    // if Statement Is Used For Executing The Statement If The Condition Is True
    if (a > b) {
       document.write("a is greater than b");
       document.write("<br>");
    // if Statement Is Used For Executing The Statement If The Condition Is False
    if (a < b) {
       document.write("a is less than b");
       document.write("<br>");
  </script>
</body>
</html>
```

### JavaScript If Statement

```
if Statement Is Used For Checking The Condition a = 10 b = 20 a is less than b
```

#### 2. if...else statement

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>if...else Statement</title>
  <style>
    body {
       background: aliceblue;
       color: blueviolet;
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>if...else Statement</h1>
  <script>
    // JavaScript if...else Statement
    // if...else Statement Is Used For Checking The Condition
    // if...else Statement Is Used For Executing The Statement If The Condition Is True
    // if...else Statement Is Used For Executing The Statement If The Condition Is False
    // if...else Statement Is Used For Checking The Condition
    document.write("if...else Statement Is Used For Checking The Condition");
    document.write("<br>");
    let a = 10;
    let b = 20;
    document.write("a = ", a);
    document.write("<br>");
    document.write("b = ", b);
    document.write("<br>");
    // if...else Statement Is Used For Executing The Statement If The Condition Is True
    if (a > b) {
       document.write("a is greater than b");
       document.write("<br>");
    } else {
       document.write("a is less than b");
       document.write("<br>");
  </script>
</body>
</html>
```

### if...else Statement

```
if...else Statement Is Used For Checking The Condition a=10 b=20 a is less than b
```

#### 3. Nested if...else Statement

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Nested if...else Statement</title>
  <style>
    body {
       background: aliceblue;
       color: blueviolet;
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>Nested if...else Statement</h1>
  <script>
    // JavaScript Nested if...else Statement
    // Nested if...else Statement Is Used For Checking The Condition
    let a = 10;
    let b = 20;
    let c = 30;
    document.write("a = ", a);
    document.write("<br>");
    document.write("b = ", b);
    document.write("<br>");
    document.write("c = ", c);
    document.write("<br>");
    if (a > b) {
       if (a > c) {
         document.write("a is greater than b and c");
       }
       else {
         document.write("a is greater than b and less than c");
       }
     }
    else {
       document.write("a is less than b and c");
     }
  </script>
</body>
</html>
```

## **Nested if...else Statement**

```
a = 10

b = 20

c = 30

a is less than b and c
```

#### **II. Looping Statement**

#### 1. while loops

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>While Statement</title>
  <style>
    body {
      background: aliceblue;
      color: blueviolet;
    }
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>While Statement</h1>
  Print 0 To 9 Using While Statement
  <script>
    // JavaScript While Statement
    // While Statement Is Used For Iteration
    let i = 0;
    while (i < 10) {
       document.write("The Value Of I Is ", i);
      document.write("<br>");
      i++;
  </script>
</body>
</html>
```

## While Statement

#### Print 0 To 9 Using While Statement

```
The Value Of I Is 0
The Value Of I Is 1
The Value Of I Is 2
The Value Of I Is 3
The Value Of I Is 4
The Value Of I Is 5
The Value Of I Is 6
The Value Of I Is 7
The Value Of I Is 8
The Value Of I Is 8
```

### 2. do ... while loops

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Do While Statement</title>
  <style>
    body {
      background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>Do While Statement</h1>
  <script>
    // JavaScript Do While Statement
    // Do While Statement Is Used For Iteration
    let i = 0;
    do {
       document.write("The Value Of I Is ", i);
       document.write("<br>");
       i++;
    } while (i < 10);
  </script>
</body>
```

### **Do While Statement**

```
The Value Of I Is 0
The Value Of I Is 1
The Value Of I Is 2
The Value Of I Is 3
The Value Of I Is 4
The Value Of I Is 5
The Value Of I Is 6
The Value Of I Is 7
The Value Of I Is 8
The Value Of I Is 9
```

</html>

```
3. for ... loops
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>For Statement</title>
  <style>
    body {
       background: aliceblue;
       color: blueviolet;
    h1 {
      text-align: center;
  </style>
</head>
<body>
  <h1>For Statement</h1>
  Printing Table Using For Statement
  <script>
    // JavaScript For Statement
    // For Statement Is Used For Iteration
    for (let i = 1; i \le 10; i++) {
       document.write("2 X ", i, " = ", 2 * i);
       document.write("<br>");
    }
  </script>
</body>
```

### **For Statement**

#### Printing Table Using For Statement

```
2 X 1 = 2
2 X 2 = 4
2 X 3 = 6
2 X 4 = 8
2 X 5 = 10
2 X 6 = 12
2 X 7 = 14
2 X 8 = 16
2 X 9 = 18
2 X 10 = 20
```

</html>

#### **III. Switch Statements**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Switch Statement</title>
  <style>
    body {
       background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>Switch Statement</h1>
  <script>
    // JavaScript Switch Statement
    // Switch Statement Is Used For Checking The Condition
    let day = "";
    switch (new Date().getDay()) {
       case 0:
         day = "Sunday";
         break;
       case 1:
         day = "Monday";
         break;
       case 2:
         day = "Tuesday";
         break;
       case 3:
         day = "Wednesday";
         break:
       case 4:
         day = "Thursday";
         break;
       case 5:
         day = "Friday";
         break;
       case 6:
         day = "Saturday";
         break;
    document.write("Today Is " + day);
  </script>
</body>
</html>
```

## **Switch Statement**

#### **IV. Jump Statements**

#### 1. break

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Break Statement</title>
  <style>
    body {
      background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>Break Statement</h1>
  <script>
    // JavaScript Break Statement
    // Break Statement Is Used For Exiting The Loop
    for (let i = 0; i < 7; i++) {
       if (i == 3) {
         break;
       document.write("The Value Of I Is ", i);
       document.write("<br>");
  </script>
</body>
</html>
```

### **Break Statement**

The Value Of I Is 0 The Value Of I Is 1 The Value Of I Is 2

#### 2. continue

```
h1 {
       text-align: center;
  </style>
</head>
<body>
  <h1>Continue Statement</h1>
  <script>
    // JavaScript Continue Statement
    // Continue Statement Is Used For Skipping The Current Iteration
    for (let i = 0; i < 7; i++) {
       if (i \% 2 == 0) {
         continue;
       document.write("The Value Of I Is ", i);
       document.write("<br>");
  </script>
</body>
</html>
```

### **Continue Statement**

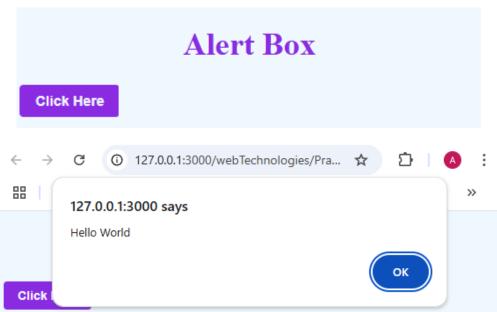
The Value Of I Is 1 The Value Of I Is 3 The Value Of I Is 5

#### **D. Popup Boxes**

#### 1. alert

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Alert Box</title>
  <style>
    body {
       background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
    .button {
       margin: 0 auto;
       padding: 8px 16px;
       font: bold 14px sans-serif;
       color: aliceblue;
       background: blueviolet;
       border: none;
       border-radius: 4px;
  </style>
```

```
</head>
<body>
    <h1>Alert Box</h1>
    <input class="button" type="button" value="Click Here" onclick="alert('Hello World')">
</body>
</html>
```



#### 2. confirm

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
  <style>
    body {
      background: aliceblue;
       color: blueviolet;
    }
    h1 {
       text-align: center;
    .button {
       margin: 0 auto;
       padding: 8px 16px;
       font: bold 14px sans-serif;
       color: aliceblue;
       background: blueviolet;
       border: none;
       border-radius: 4px;
  </style>
</head>
<body>
  <h1>Confirm Box</h1>
  <button class="button" onclick="myFunction()">Click Me</button>
```

```
<script>
    // JavaScript Confirm Box
    function myFunction() {
      let person = confirm("Are You Sure?");
      if (person == true) {
        document.write("You Pressed OK!");
        document.write("You Pressed Cancel!");
      }
    }
  </script>
</body>
</html>
                                      Confirm Box
           Click Me
                    G
                          127.0.0.1:3000/webTechnologies/Pra...
                QuickRef.ME - Quic...
                                        Pinterest (285) Fastest way to...
                                                                                         >>
        You Pressed OK!

    127.0.0.1:3000/webTechnologies/Pra... ☆

                    G
                QuickRef.ME - Quic...
                                        Pinterest (285) Fastest way to...
                                                                                         >>
        You Pressed Cancel!
3. prompt
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Prompt Box</title>
  <style>
    body {
      background: aliceblue;
      color: blueviolet;
    }
    h1 {
      text-align: center;
```

}

```
.button {
       margin: 0 auto;
       padding: 8px 16px;
       font: bold 14px sans-serif;
       color: aliceblue;
       background: blueviolet;
      border: none;
      border-radius: 4px;
  </style>
</head>
<body>
  <h1>Prompt Box</h1>
  <button class="button" onclick="myFunction()">Click</button>
  <script>
    function myFunction() {
       var person = prompt("Please enter your name", "Harry Potter");
      if (person != null) {
         document.write("Hello " + person + "! How are you today?");
       }
  </script>
</body>
</html>
                                        Prompt Box
           Click
                           ① 127.0.0.1:3000/webTechnologies/Pra... ☆
          88
                                                                                         >>
                    127.0.0.1:3000 says
                    Please enter your name
                      Harry Potter
           Click
                                                                OK
                                                                          Cancel
                             127.0.0.1:3000/webTechnologies/Pra...
                QuickRef.ME - Quic...
                                        Pinterest (285) Fastest way to...
                                                                                           >>
```

Hello Harry Potter! How are you today?