

**Please provide solutions for below problem statements.  
For each problem statement please create separate .ts file.**

1. Write a typescript program which contains one function named as Maximum. That function accepts three parameters and it should returns largest value from three input parameters.

Input : 23 89 6

Output : Maximum number is 89

2. Write a typescript program which contains one function named as Area. That function should calculate area of circle. Accept value of radius from user and return its area. Default value of PI should be 3.14 if it is not provided by the caller.

Input : 5

Output : Area of circle is 78.5

3. Write a typescript program which contains one function named as DisplayFactors. That function should accept one number and display factors of that number.

Input : 20

Output : 1 2 4 5 10

4. Write a typescript program which contains one function named as ChkPrime. That function should accept one number and it should return true if the given number is prime and otherwise return false.

Input : 11

Output : It is prime number

5. Write a typescript program which contains one function named as Fibonacci. That function accept one number from user and print Fibonacci series till that number.

Input : 21

Output : 1 1 2 3 5 8 13 21

**Please provide solutions for below problem statements.  
For each problem statement please create separate .ts file.**

1. Write a typescript program which contains one function named as Maximum. That function accepts array of numbers and returns the largest number from array.

Input : 23 89 6 29 56 45 77 32

Output : Maximum number is 89

2. Write a typescript program which contains one function named as Summation. That function accepts array of numbers and returns the summation of each number from array.

Input : 23 6 7 4 5 7

Output : Addition is 52

3. Write a typescript program which contains one function named as Maximum. That function accepts array of numbers and returns the second largest number from array.

Input : 23 89 6 29 56 45 77 32

Output : Second Maximum number is 77

4. Write a typescript program which contains one arrow function named as ChkArmstrong. That function accepts one numbers and check whether number is Armstrong number or not.

Input : 153

Output : It is Armstrong number

5. Write a typescript program which contains one function named as ChkString. That function accept one string and check whether that string contains "Marvellous" word or not.

Input : "Pune Kothrud Marvellous Infosystems"

Output : String contains Marvellous in it.

## Angular Assignment 3

1. Create one typescript application which contains one class named as Arithmetic. Arithmetic class contains three characteristics (Class data members) as Number1, Number2. Create one parametrised constructor which accept two values and assign it to Number1 and Number2.

In Arithmetic class we have to write four methods (Behaviours) as Addition, Subtraction , Multiplication and Division.

Addition method will add Number1 , Number2 & return result.

Subtraction method will subtract Number1 , Number2 & return result.

Multiplication method will multiply Number1 , Number2 & return result.

Division method will divide Number1 , Number2 & return result.

After designing the class create two objects of that class by providing some hardcoded value.

Call all the methods by using both the objects.

2. Create one typescript application which contains one class named as Circle.

Circle class contains two characteristics (Class data members) as Radius, PI.

Create one parametrised constructor which accept one value and assign it to Radius. Value of PI member is set to 3.14.

In Circle class we have to one method (Behaviours) as Area which will return area of Circle.

After designing the class create two objects of that class by providing some hardcoded value.

Call the method Area by using both the objects.

3. Create one typescript application which contains one class named as CircleX which sill inherits above Circle class.

In CircleX class we have to write one method (Behaviours) as Circumference which will return circumference of circle.

After designing the class create two objects of that class by providing some hardcoded value.

Call Circumference and Area methods by using both the objects.

## Angular Assignment 4

### 1. Create first basic Angular application.

As we want to create our first application use below commands

```
ng new MarvellousFirst
```

```
cd MarvellousFirst
```

```
ng serve
```

<http://localhost:4200>



### 2. Create Angular application which will display "Welcome to Marvellous Infosystem's First Application!" on page. [MarvellousFirstApp].



### 3. Create Angular application which will display one textfield and one static text "Marvellous Infosystems" on page. [MarvellousLabel].

To do this remove whole code from app.component.html and write statements to add label and text field.



### 4. Create Angular application which creates one Custom component named as Demo. Render that Demo component from app component.

To do this use below command

```
ng generate component Demo
```

Add the selector of Demo component into app component.

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Angular Assignment 5

1. Create Angular application which will create one component named as FirstComp. That component will display "Hello from First component" on page. Render that component from index.html file.

2. Create Angular application which will create two components named as FirstComp & SecondComp. FirstComp will display "Hello from First component" on page & SecondComp will display "Hello from Second component" on page. Render both the components from root component ie App component.

3. Create Angular application which will create two components named as FirstComp & SecondComp. FirstComp will display "Hello from First component" on page & SecondComp will display "Hello from Second component" on page. Render FirstComp from App component & SecondComp from FirstComp.

Note : Create component using below command as ng generate component Name\_Of\_Component  
To render the component use custom tag of component in specific .html file.



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## Assignment 6

**1. Create application which will display one textfield and one static text "Marvellous Infosystems" on page.**

Follow all the steps to create new project and update app.component.html file. In this file add code to display one static text and one text field.

**2. Create application which will display one textfield and one static text "Marvellous Infosystems" on page. Colour of that text should be blue.**

Follow same steps as above application.

As we want to specify colour add the specification in app.component.css file and see the changes.

**3. Create same angular application as above but instead of using app.component.html and app.component.css file separately add its contents in inline format inside app.component.ts file.**

Same as the inline html we have to use the inline css contents in app.component.ts file.

**4. Create angular application which will demonstrate the concept of string interpolation. For this purpose create new component named as NewComp and render that from App component. Inside that new component add one class property as name.**

**Display that Name in small case.**

**Display that Name in capital case.**

**Display Name of string.**

**Display new string after concatenation with "Infosystems".**

To demonstrate the string interpolation create one characteristics in class as "Name" which should be assigned to some string as

Name = "Marvellous"

Now use this characteristics in html file using the concept of string interpolation as

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Labels

- (1) COACHING CLASS MIX
- #Marvellous
- Axis mutual fund
- BILLS IMPORTANT
- Budhran Hospital Mater
- CREDIT CARD STA... 26
- Data science class
- DEBIT TRANSACTION
- DOCUMENTS ALL MIX
- Electricitybill (NOVA DH)
- INCOME TAX RETURN
- INSURANCE - MEDICAL
- JOB SEARCH MIX
- LIC & LOAN
- NA

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Angular Assignment 7

**1. Create the application which contains two components as First and second Display specific text from both the component. Text of first component should be displayed in Red colour and for second component use Blue colour.**

Follow same steps as the above application. As we want to specify the colours we have to write the colours specification in appropriate .css file of each component.

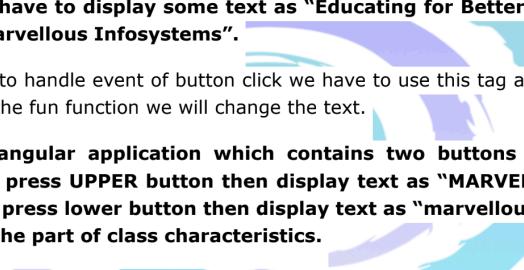
**2. Create angular application which contains one user defined function inside class named as fun. We have to call that function using String interpolation. That function should return string as "Marvellous Infosystems"**

Write one public function inside class named as fun() and call that function inside {{ call }}.

**3. Create angular application which contains one button. When user press that button we have to display some text as "Educating for Better tomorrow" otherwise display "Marvellous Infosystems".**

As we want to handle event of button click we have to use this tag as (click)= "fun()". In this case inside the fun function we will change the text.

**4. Create angular application which contains two buttons as UPPER & LOWER. When user press UPPER button then display text as "MARVELLOUS INFOSYSTEMS" and if user press lower button then display text as "marvellous infosystems". String should be the part of class characteristics.**



## Web Development : Angular Assignment - 8

- 1. Create application which contains two components as app and Child. Child component contains one textbook and one button. User enters text in that text box and when user press the button data from that textbook should be sent to parent component ie app. After getting data from Child component app component will display the data using string interpolation.**
  
- 2. Create application which contains two components as app and Child. App component send "Hello form Parent" to the child component and Child component send "Hello from Child" to the app component ie app. In this application parent and child components communicate with each other by sending the data.**
  
- 3. Create application which contains only one component as app. app component contains one text box. When user enters data in that text box we have to display length of that string simultaneously. (Use ngModel)**
  
- 4. Recreate the above application without using ngModel directive. (Use Event listeners on text box).**