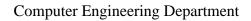


Polytechnic University of the Philippines

College of Engineering





CMPE 40062

Computer Engineering Technology 5

HANDS-ON LABORATORY ACTIVITIES

Submitted by:

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Submitted to:

Prof. Julian Lorico

March 2, 2021

Homepage



Static Webpage (Pup Mission. Vision, Goals, and Objectives)





POLYTECHNIC UNIVERSITY OF THE PHILIPPINES



Bachelor of Science in Computer Engineering

Mission

It is committed to produce competent engineers who will serve as catalyst for sustainable growth and development in national and international levels.

Vision

The College of Engineering envisions itself to be a center of excellence in engineering education.

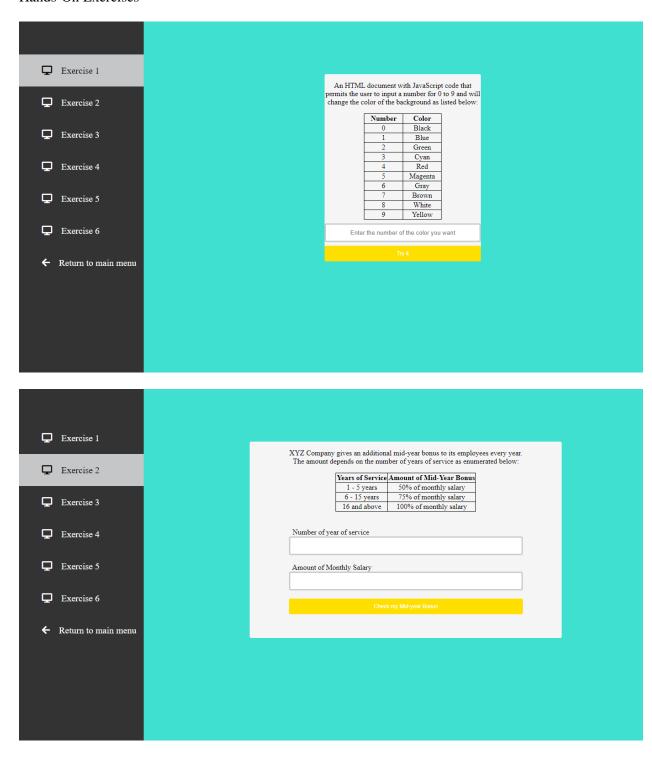
Goals

- Provide quality education through instruction, advance research, and extension services;
 Provide world class professionals as potential industry leaders and job provides;
- Develop and produce facilities through the use of adapted technology and indigenous material; and
- Maintain, upgrade, or improve facilities through the application of engineering technology.

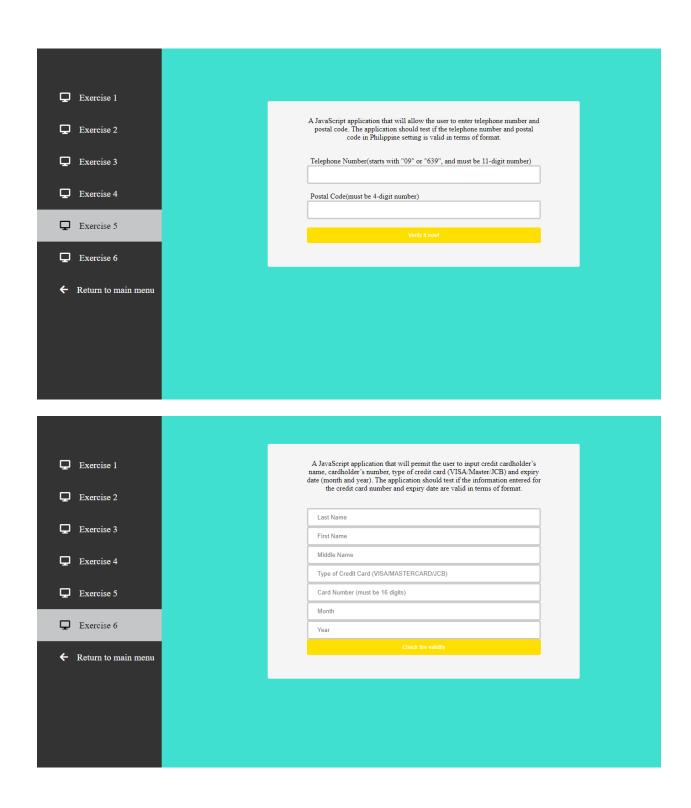
Objectives

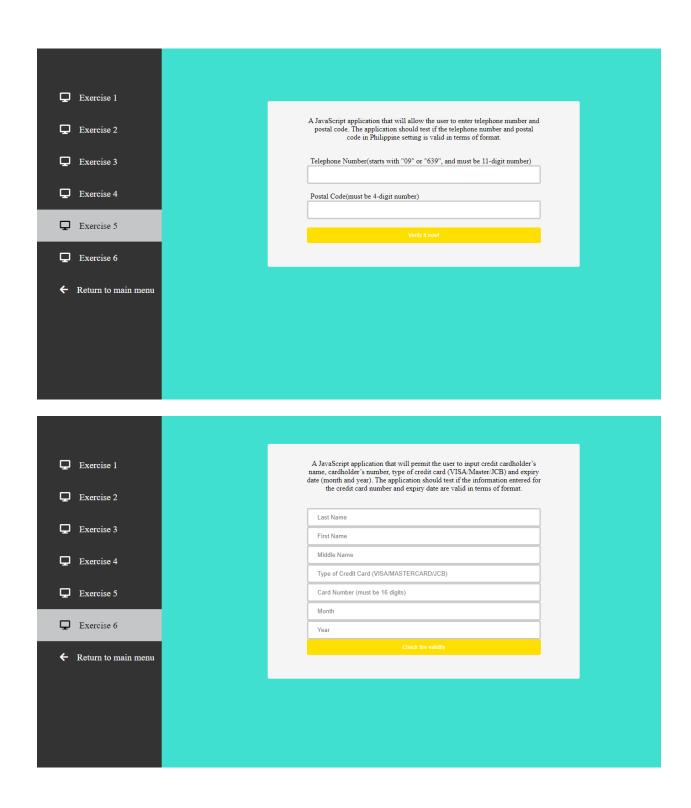
- To stregnthen the BSCpE program to make it consistent with global trends;
- To develop BSCpE faculty as competent mentors and quality researchers through advances studies and other phases of continuing professional education;
- To develop the critical thinking and communication skills of BSCpE students through research activities and exstension services;
- To produce BSCoE graduates with appropriate and up to date knowledge, technical skills, and desirable work attitude and moral values through enhance teaching-learning processes;
- To create a conducive teaching and learning atmosphere by using multimeda facilities on top traditional methods;
- · To establish network with education intitutions, industries, GO's, and NGO's and local international agencies which could serve as: funding sources and/or research partners/sponsors, sources of new technology, centers for faculty, and student exchange program and on-the-job training, grantees of scholarship/additional facilities; and
- To conduct continuous action to improve/upgrade laboratory and other facilitie by using innovative and indigenous materials and technology.

Hands-On Exercises

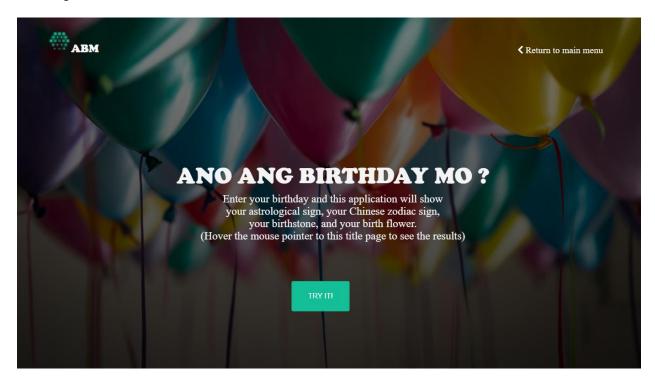


Exercise 1		
Exercise 2	A JavaScript application that will read in a number of hours, minutes, and seconds. The application will convert the inputs to the equivalent number of seconds only.	
Exercise 3	Number of hour/s:	
Exercise 4	Number of minute/s:	
Exercise 5	Number of second/s:	
Exercise 6		
← Return to main menu	Calculate!	
☑ Exercise 1		
Exercise 1	A JavaScript application that will display the age of the user in terms of number of years and months after entering the month, the day, and the year when the user was born.	
_	of years and months after entering the month, the day, and the year when the	
Exercise 2	of years and months after entering the month, the day, and the year when the user was born. Month	
Exercise 2 Exercise 3 Exercise 4	of years and months after entering the month, the day, and the year when the user was born.	
Exercise 2	of years and months after entering the month, the day, and the year when the user was born. Month	
Exercise 2 Exercise 3 Exercise 4	of years and months after entering the month, the day, and the year when the user was born. Month Day Year	
Exercise 2 Exercise 3 Exercise 4 Exercise 5	of years and months after entering the month, the day, and the year when the user was born. Month Day	
Exercise 2 Exercise 3 Exercise 4 Exercise 5 Exercise 6	of years and months after entering the month, the day, and the year when the user was born. Month Day Year	
Exercise 2 Exercise 3 Exercise 4 Exercise 5 Exercise 6	of years and months after entering the month, the day, and the year when the user was born. Month Day Year	
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Birth Signs



Registration Form

