### Exercise01

#### Input

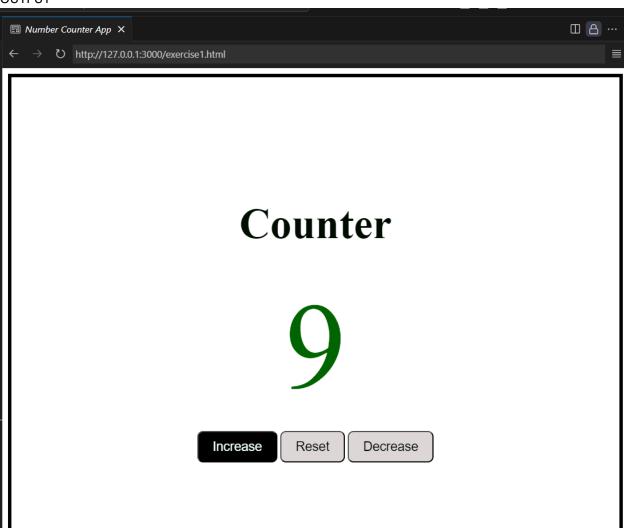
```
    exercise1.html >  html >  head >  style >  hody

      <!DOCTYPE html>
      <html lang="en">
      <meta charset="UTF-8">
      <meta name="viewport" content="width=device-width, initial-scale=1.0">
      <title>Number Counter App</title>
      <style>
             body {
               border: 5px solid □black;
               padding-top: 130px;
               text-align: center;
               height: 500px;
 13
           .counter {
               font-size: 30px;
               text-align: center;
               margin-bottom: 20px;
               color: \square \operatorname{rgb}(1, 13, 1);
           button {
               padding: 10px 20px;
               font-size: 18px;
               cursor: pointer;
           .btn2{
               background-color: ☐ rgb(221, 214, 214);
               color: \square \operatorname{rgb}(1, 4, 4);
               border-radius: 8px;
               text-align: center;
           .btn1{
               background-color: □ black;
               color: azure:
```

```
color:□azure;
        border-radius: 8px;
        text-align: center;
    #counterValue{
        font-size: 170px;
        color: □ darkgreen;
<h1>Counter</h1>
 <span id="counterValue">550</span>
<button class="btn1" onclick="incrementCounter()">Increase</button>
<button class="btn2" onclick="resetCounter()">Reset</button>
<button class="btn2" onclick="decrementCounter()">Decrease</button>
           this.value = 0;
           this.updateDisplay();
        increment() {
           this.value++;
            this.updateDisplay();
```

```
this.updateDisplay();
69
             decrement() {
                 if (this.value > 0) {
                     this.value--;
                     this.updateDisplay();
             reset() {
                 this.value = 0;
                 this.updateDisplay();
             updateDisplay() {
                 document.getElementById('counterValue').innerText = this.value;
         const counter = new Counter();
         function incrementCounter() {
             counter.increment();
         function decrementCounter() {
             counter.decrement();
```

# OUTPUT



#### Exercise02

## Input

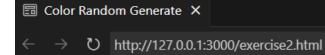
```
    exercise2.html > ♦ html > ♦ head > ♦ style > ♦ .btn1

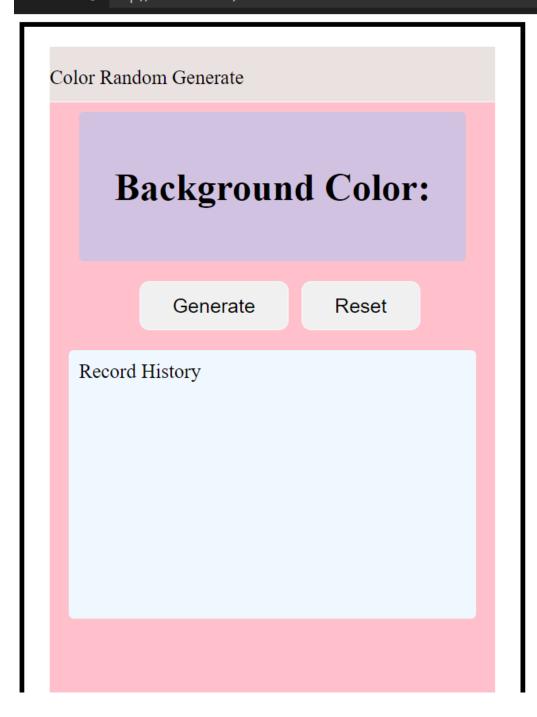
      <!DOCTYPE html>
      <html lang="en">
          <meta charset="UTF-8">
          <meta name="viewport" content="width=device-width, initial-scale=1.0">
          <title>Color Random Generate</title>
              .btn1 {
                  height: 50px;
10
                  width: 150px;
                  border: 2px ■whitesmoke solid;
                  border-radius: 10px;
                  margin-top: 20px;
                  margin-bottom: 20px;
                  margin-left: 15px;
                  font-size: 20px;
              .btn2 {
                  height: 50px;
                  width: 120px;
                  border: 2px 	☐ whitesmoke solid;;
                  border-radius: 10px;
                  margin-top: 20px;
                  margin-bottom: 20px;
                  margin-left: 9px;
                  font-size: 20px;
              .record {
                  background-color: □aliceblue;
                  font-size: 20px;
                  color: □ black bold;
                  width: 390px;
                  height: 250px;
                  border-radius: 5px;
```

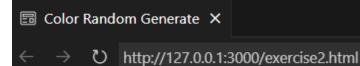
```
overflow-y: auto;
        padding: 10px;
        text-align: left;
    .heading {
font-size: 20px;
        background-color: ■rgb(234, 225, 225);
        height: 35px;
        margin-top: 20px;
        padding-top:20px;
        background-color: ■rgb(210, 194, 226);
        width: 390px;
        height: 150px;
        border-radius: 5px;
        margin-top: 10px;
        font-size: larger;
display: flex;
        justify-content: center;
        align-items: center;
div align="center" style="background-color: ■white; width: 500px; height: 800px; border: 5px solid □black;">
    <div align="start" class="heading">Color Random Generate</div>
<div style="background-color: ■pink; width: 449px; height: 700px; border: 1px solid ■white;">
        <div id="colorBox">
            <h1>Background Color:</h1>
```

```
<button id="generateButton" class="btn1">Generate</putton>
<div id="record" class="record">Record History</div>
     this.colorBox = document.getElementById('colorBox');
     this.generateButton = document.getElementById('generateButton');
    this.generateButton.addEventListener('click', this.generate.bind(this));
this.resetButton = document.getElementById('resetButton');
    this.resetButton.addEventListener('click', this.reset.bind(this));
    this.record = document.getElementById('record');
    this.serial = 1;
generate() {
     let randomColor = this.getRandomColor();
     this.colorBox.innerHTML = `<h1>Background Color: ${randomColor}</h1>`;
     this.colorBox.style.backgroundColor = randomColor;
     this.addToRecord(randomColor);
getRandomColor() {
    let letters = '0123456789ABCDEF';
    let color = '#';
     for (let i = 0; i < 6; i++) {
         color += letters[Math.floor(Math.random() * 16)];
    return color;
```

OUTPUT







Color Random Generate

# **Background Color:** #E24FB7

Generate

Reset

Record History

Color 1: #2D2234

Color 2: #806DFF

Color 3: #83C831

Color 4: #9DE3D0

Color 5: #07CDF1

Color 6: #FF40E3

Color 7: #A956C7

Color 8: #7B627E

Color 9: #D65312