



Society for Computer Technology & Research's
Pune Institute of Computer Technology
Department of Electronics and Telecommunication Engineering

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Practical No: 2 Write a JavaScript program to generate the multiplication table of a given number.

Code:

Index.html

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Multiplication Table Generator</title>

</head>

<body>

<h1>Multiplication Table Generator</h1>

<label for="number">Enter a number:</label>

<input type="number" id="number" />

<button id="generateBtn">Generate Table</button>

<div id="tableContainer"></div>

<script src="script.js"></script>

</body>

</html>
```



Script.js

```
function generateTableFor(number) {  
  
    let table = '<table border="1">';  
  
    for (let i = 1; i <= 10; i++) {  
  
        table += '<tr>';  
  
        table += `<td>${number}</td>`;   
  
        table += `<td>x</td>`;   
  
        table += `<td>${i}</td>`;   
  
        table += `<td>=</td>`;   
  
        table += `<td>${number * i}</td>`;   
  
        table += '</tr>';  
  
    }  
  
    table += '</table>';  
  
    return table;  
  
}  
  
function generateTableWhile(number) {  
  
    let table = '<table border="1">';  
  
    let i = 1;  
  
    while (i <= 10) {  
  
        table += '<tr>';  
  
        table += `<td>${number}</td>`;   
  
        table += `<td>x</td>`;   
  
        table += `<td>${i}</td>`;
```



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```
table += `<td>=</td>`;

table += `<td>${number * i}</td>`;

table += '</tr>';

i++;

}

table += '</table>';

return table;

}

function generateTableDoWhile(number) {

    let table = '<table border="1">';

    let i = 1;

    do {

        table += '<tr>';

        table += `<td>${number}</td>`;

        table += `<td>x</td>`;

        table += `<td>${i}</td>`;

        table += `<td>=</td>`;

        table += `<td>${number * i}</td>`;

        table += '</tr>';

        i++;

    } while (i <= 10);

    table += '</table>';

    return table; }
```



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```
const numberInput = document.getElementById('number');

const generateBtn = document.getElementById('generateBtn');

const tableContainer = document.getElementById('tableContainer');

generateBtn.addEventListener('click', () => {

  const number = parseInt(numberInput.value);

  if (!isNaN(number)) {

    const tableHTMLFor = generateTableFor(number);

    const tableHTMLWhile = generateTableWhile(number);

    const tableHTMLDoWhile = generateTableDoWhile(number);

    tableContainer.innerHTML = `

      <h5>Multiplication Table (for loop)</h5>

      ${tableHTMLFor}

      <h5>Multiplication Table (while loop)</h5>

      ${tableHTMLWhile}

      <h5>Multiplication Table (do while loop)</h5>

      ${tableHTMLDoWhile}

    `;

  } else {

    tableContainer.innerHTML = 'Please enter a valid number.';

  }

});
```



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Output:



Multiplication Table Generator

Enter a number:

Multiplication Table (for loop)

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

Multiplication Table (while loop)

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



2	x	6	=	12
2	x	7	=	14
2	x	8	=	16
2	x	9	=	18
2	x	10	=	20

Multiplication Table (while loop)

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

Multiplication Table (do while loop)

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