

TP JAVASCRIPT 1

Exercice 1 :

```
const str1 = 'Bonjour';  
const str2 = 'Hello';  
  
console.log(str1.concat(' ', str2));  
  
console.log(str2.concat(', ', str1));
```

Bonjour Hello

Hello, Bonjour

>

Exercice 2 :

```
var number = 42;  
var string = "Fox";  
var boolean = true;  
  
console.log(typeof number);  
console.log(typeof string);  
console.log(typeof boolean);  
console.log(typeof undeclaredVariable);
```

number

string

boolean

undefined

Exercice 3 :

```
var longueur = 10;  
var largeur = 5;  
  
var aire = (longueur*largeur);  
var perimetre = (longueur+largeur) * 2;  
  
console.log("Aire du rectangle : " + aire);  
console.log("Perimètre du rectangle : " + perimetre);
```

Aire du rectangle : 50

Perimètre du rectangle : 30

Exercise 4 :

```
function factorialize(num) {  
    if (num < 0)  
        return -1;  
    else if (num == 0)  
        return 1;  
    else {  
        return (num * factorialize(num: num - 1));  
    }  
}  
  
console.log(factorialize(num: 15));
```

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Exercise 5 :

```
Number.prototype.pad = function(n) {  
    for (var r = this.toString(); r.length < n; r = 0 + r);  
    return r;  
};  
  
function updateClock() {  
    var now = new Date();  
    var milli = now.getMilliseconds(),  
        sec = now.getSeconds(),  
        min = now.getMinutes(),  
        hou = now.getHours();  
    var tags = ["h", "m", "s", "mi"],  
        corr = [hou.pad(n: 2), min.pad(n: 2), sec.pad(n: 2), milli];  
    for (var i = 0; i < tags.length; i++)  
        document.getElementById(tags[i]).firstChild.nodeValue = corr[i];  
}  
  
function initClock() {  
    updateClock();  
    window.setInterval(handler: "updateClock()", timeout: 1);  
}
```

```
<!DOCTYPE html>
<html lang="fr">
<head>
  <meta charset="UTF-8">
  <title>JS 1 - Exo 5</title>
  <link href="styles.css" rel="stylesheet">
</head>
<body onload="initClock()">
<div id="timedate">
  <a id="h">12</a> :
  <a id="m">00</a>:
  <a id="s">00</a>:
  <a id="mi">000</a>
</div>

<script src="exo5.js" type="text/javascript"></script>
</body>
</html>
```

09 : 57: 31: 419

Exercice 6 :

```
let square = document.getElementById( elementId: 'squareID');

window.addEventListener( type: 'load', listener: () =>{
    square.style.position = 'absolute';
    square.style.right = 0;
});

var myVar = setInterval(moove, timeout: 2);

function moove() {
    if (square.style.right == (1920-250)+'px'){
        return;
    }
    square.style.right = parseInt(square.style.right) + 1 + 'px';
}
```

Exercice 7 :

```
<!DOCTYPE html>
<html lang="fr">
<head>
    <meta charset="UTF-8">
    <title>JS 1 - Exo 7</title>
    <link href="styles.css" rel="stylesheet">
</head>
<body>
    <div id="name"><h1>Chronometer</h1></div>
    <div id="clock">00.00</div>
    <br>
    <button id="start">Start / Stop</button>
    <button id="reset">Reset</button>
    <button id="record">Save Time</button>
    <br>
    <div><h3>Past Times :</h3></div>
    <div id="temps"></div>

    <script src="exo7.js" type="text/javascript"></script>
</body>
</html>
```

```

var interval;
var started=false;
var time=0.00;
var clock=document.getElementById( elementId: "clock");
var count = 0;

document.getElementById( elementId: "start").addEventListener( type: "click", listener: function(){
    if(started==false){
        startTimer();
    } else{
        stopTimer();
    }
});

document.getElementById( elementId: "reset").addEventListener( type: "click", listener: function(){
    resetTimer();
});

document.getElementById( elementId: "record").addEventListener( type: "click", listener: function(){
    recordTime();
});

function refreshClock(temps){
    clock.innerHTML=temps;
}

```

```

function startTimer(){
    interval=setInterval( handler: function(){
        time=time+0.01;
        var tempss = parseFloat(time).toFixed( fractionDigits: 2 );
        refreshClock(tempss);
    }, timeout: 10);
    started=true;
}

function stopTimer(){
    clearInterval(interval);
    started=false;
}

function resetTimer(){
    time=0.00;
    refreshClock(time);
    var temps=document.getElementById( elementId: "clock");
    temps.innerHTML="00.00";
}

function recordTime(){
    count++;
    if (count >= 4) {
        document.getElementById( elementId: 'temps').removeChild(document.getElementById( elementId: 'temps').getElementsByTagName( qualifiedName: 'p')[0]);
    }

    var timeSaved = parseFloat(time).toFixed( fractionDigits: 2);
    var temps = document.getElementById( elementId: "temps");
    temps.innerHTML = temps.innerHTML + "<p> " + timeSaved + "</p>";
}

```

Exercice 8 & 9 :

Pour la 9, j'ai fait un exemple avec la 8 directement. Cela revient à la même chose pour les autres.

```
function calcule() {
    var startTime = performance.now()
    var num = document.getElementById( elementId: "num").value;
    var res = factorialize(num);

    var element = document.getElementById( elementId: 'res');
    if (typeof(element) != 'undefined' && element != null)
    {
        element.remove();
    }

    var divR = document.getElementById( elementId: 'result');
    var newR = document.createElement( tagName: "p");
    newR.id = 'res';
    divR.append(newR);
    newR.innerHTML += res;

    var endTime = performance.now()

    var element = document.getElementById( elementId: 'ti');
    if (typeof(element) != 'undefined' && element != null)
    {
        element.remove();
    }

    var ti = endTime - startTime;
    var divR = document.getElementById( elementId: 'time');
    var newR = document.createElement( tagName: "p");
    newR.id = 'ti';
    divR.append(newR);
    newR.innerHTML += ti*1000 + " millisecondes";
}

function factorialize(num) {
    if (num < 0)
        return -1;
    else if (num == 0)
        return 1;
    else {
        return (num * factorialize( num: num - 1));
    }
}
```

```
<!DOCTYPE html>
<html lang="fr">
<head>
  <meta charset="UTF-8">
  <title>JS 1 - Exo 8</title>
  <link href="styles.css" rel="stylesheet">
</head>
<body>
<input type="number" required="" id="num">
<br>
<button onclick="calculer()">Calculer</button>
<div id="result">
<p>Résultat :</p>
</div>
<div id="time">
  <p>Temps d'exécution : </p>
</div>
<script src="exo8.js" type="text/javascript"></script>
</body>
</html>
```

Exercice 10 :

```
<!DOCTYPE html>
<html lang="fr">
<head>
  <meta charset="UTF-8">
  <title>JS 1 - Exo 10</title>
  <link href="styles.css" rel="stylesheet">
  <link href="https://fonts.googleapis.com/icon?family=Material+Icons"
        rel="stylesheet">
</head>
<body class="bg">
<section>
  <!--for demo wrap-->
  <h1>Liste de planètes</h1>
  <button onclick="add()" style="margin-bottom: 3%;">Ajouter une planète</button>
  <div class="tbl-header">
    <table cellpadding="0" cellspacing="0" border="0">
      <thead>
        <tr>
          <th>Index</th>
          <th id="nom" class="cursor" onclick="triN(this)">Nom ↓</th>
          <th id="taille" class="cursor" onclick="triTa(this)">Taille (rayon en km)</th>
          <th id="masse" class="cursor" onclick="triM(this)">Masse (en kg *1023)</th>
          <th id="type" class="cursor" onclick="triTy(this)">Type</th>
          <th id="distance" class="cursor" onclick="triD(this)">Distance (au soleil en km)</th>
          <th>Edit/Delete</th>
        </tr>
      </thead>
    </table>
  </div>
  <div class="tbl-content">
    <table cellpadding="0" cellspacing="0" border="0">
      <tbody id="tbody">
      </tbody>
    </table>
  </div>
</section>

<script src="exo10.js" type="text/javascript"></script>
</body>
</html>
```



```

1 var planet = [
2     ["Terre", 6371, 5.972, "Tellurique", 152000000],
3     ["Venus", 9851, 10.972, "Gazeuse", 212000000],
4     ["Lune", 1737.4, 7.6, "Tellurique", 149600000]
5 ];
6
7 function removeAll() {
8     var tbodyP = document.getElementById( 'tbody' );
9     tbodyP.innerHTML = "";
10 }
11
12 function affichage() {
13     for (var x = 0; x < planet.length; x++) {
14         var tbodyP = document.getElementById( 'tbody' );
15         var newTr = document.createElement( 'tr' );
16         tbodyP.append(newTr);
17         var td = document.createElement( 'td' );
18         newTr.append(td);
19         td.innerHTML += x;
20         for (var i = 0; i < planet[x].length; i++) {
21             var td = document.createElement( 'td' );
22             newTr.append(td);
23             td.innerHTML += planet[x][i];
24         }
25         var td = document.createElement( 'td' );
26         newTr.append(td);
27         td.innerHTML += "<i class='material-icons edit' onclick='edit(this)'>edit</i>" + "<i class='material-icons delete' onclick='del(this)'>delete</i>";
28     }
29 }
30
31 planet.sort(compareFirstColumnDown);
32
33 affichage();
34
35 function compareFirstColumnDown(a, b) {
36     if (a[0] == b[0]) {
37         return 0;
38     }
39     else {
40         return (a[0] < b[0]) ? -1 : 1;
41     }
42 }

```

```

42 function compareFirstColumnUp(a, b) {...}
50 function compareSecondColumnDown(a, b) {...}
58 function compareSecondColumnUp(a, b) {...}
66 function compareThirdColumnDown(a, b) {...}
74 function compareThirdColumnUp(a, b) {...}
82 function compareFourthColumnDown(a, b) {...}
90 function compareFourthColumnUp(a, b) {...}
98 function compareFifthColumnDown(a, b) {...}
106 function compareFifthColumnUp(a, b) {...}
114
115 function triN(why) {
116     if (why.innerHTML == "Nom ↓") {
117         why.innerHTML = "Nom ↑";
118         planet.sort(compareFirstColumnUp);
119         removeAll();
120         affichage();
121     } else {
122         why.innerHTML = "Nom ↓";
123         document.getElementById( 'taille' ).innerHTML = "Taille (rayon en km)";
124         document.getElementById( 'masse' ).innerHTML = "Masse (en kg *1023)";
125         document.getElementById( 'type' ).innerHTML = "Type";
126         document.getElementById( 'distance' ).innerHTML = "Distance (au soleil en km)";
127         planet.sort(compareFirstColumnDown);
128         removeAll();
129         affichage();
130     }
131 }
132 function triTa(why) {...}
149 function triM(why) {...}
166 function triTy(why) {...}
183 function triD(why) {...}

```

```

function del(buttonDel) {
    var parentI = buttonDel.parentElement;
    var parentTd = parentI.parentElement;

    var index = parseInt(parentTd.children[0].innerHTML);

    planet.splice(index, deleteCount: 1);

    var nom = document.getElementById( elementId: 'nom');
    nom.innerHTML = "Nom ↓";
    document.getElementById( elementId: 'taille').innerHTML = "Taille (rayon en km)";
    document.getElementById( elementId: 'masse').innerHTML = "Masse (en kg *1023)";
    document.getElementById( elementId: 'type').innerHTML = "Type";
    document.getElementById( elementId: 'distance').innerHTML = "Distance (au soleil en km)";
    planet.sort(compareFirstColumnDown);
    removeAll();
    affichage();
}

function edit(buttonEdit) {
    var parentI = buttonEdit.parentElement;
    var parentTd = parentI.parentElement;

    var index = parseInt(parentTd.children[0].innerHTML);

    let txt1 = prompt( message: "Nom :", _default: "");
    planet[index][0] = txt1;
    let txt2 = prompt( message: "Taille (rayon en km) :", _default: "");
    planet[index][1] = txt2;
    let txt3 = prompt( message: "Masse (en kg) :", _default: "");
    planet[index][2] = txt3;
    let txt4 = prompt( message: "Type :", _default: "");
    planet[index][3] = txt4;
    let txt5 = prompt( message: "Distance (au soleil en km) :", _default: "");
    planet[index][4] = txt5;

    var nom = document.getElementById( elementId: 'nom');
    nom.innerHTML = "Nom ↓";
    document.getElementById( elementId: 'taille').innerHTML = "Taille (rayon en km)";
    document.getElementById( elementId: 'masse').innerHTML = "Masse (en kg *1023)";
    document.getElementById( elementId: 'type').innerHTML = "Type";
    document.getElementById( elementId: 'distance').innerHTML = "Distance (au soleil en km)";
    planet.sort(compareFirstColumnDown);
    removeAll();
    affichage();
}

```

```

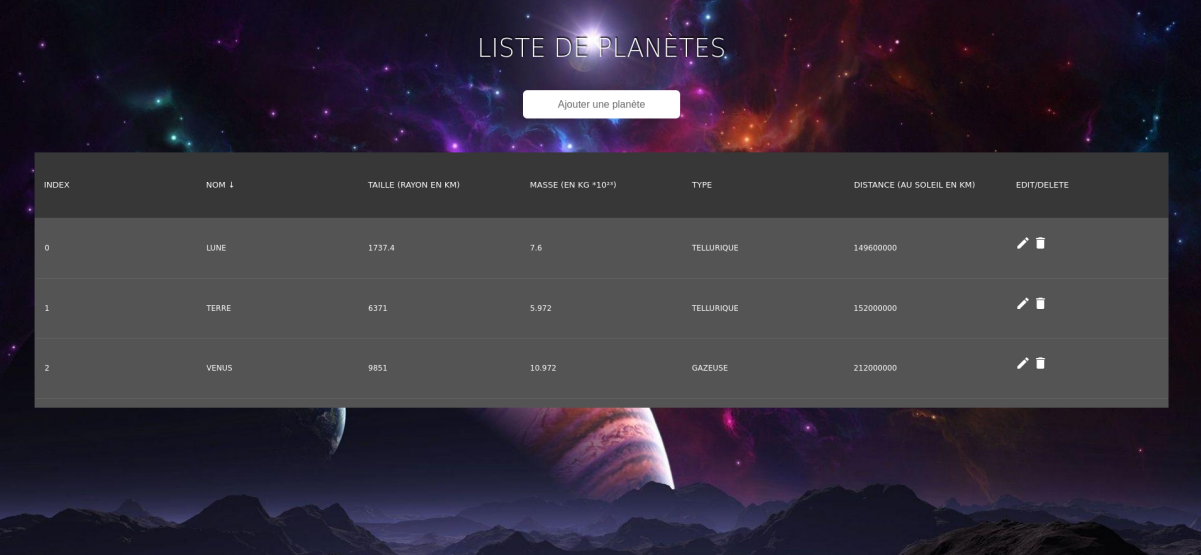
function add() {
    var addP = [];

    let txt1 = prompt( message: "Nom :", _default: "");
    addP.push(txt1);
    let txt2 = prompt( message: "Taille (rayon en km) :", _default: "");
    addP.push(txt2);
    let txt3 = prompt( message: "Masse (en kg) :", _default: "");
    addP.push(txt3);
    let txt4 = prompt( message: "Type :", _default: "");
    addP.push(txt4);
    let txt5 = prompt( message: "Distance (au soleil en km) :", _default: "");
    addP.push(txt5);







    planet.push(addP);

    var nom = document.getElementById( elementId: 'nom');
    nom.innerHTML = "Nom ↓";
    document.getElementById( elementId: 'taille').innerHTML = "Taille (rayon en km)";
    document.getElementById( elementId: 'masse').innerHTML = "Masse (en kg *1023)";
    document.getElementById( elementId: 'type').innerHTML = "Type";
    document.getElementById( elementId: 'distance').innerHTML = "Distance (au soleil en km)";
    planet.sort(compareFirstColumnDown);
    removeAll();
    affichage();
}

```



The screenshot shows a web application titled "LISTE DE PLANÈTES" with a background image of a space landscape featuring mountains, a large planet, and a nebula. A button labeled "Ajouter une planète" is visible. Below the button is a table with the following data:

INDEX	NOM ↓	TAILLE (RAYON EN KM)	MASSE (EN KG *10 ²³)	TYPE	DISTANCE (AU SOLEIL EN KM)	EDIT/DELETE
0	LUNE	1737.4	7.6	TELLURIQUE	149600000	 
1	TERRE	6371	5.972	TELLURIQUE	152000000	 
2	VENUS	9851	10.972	GAZEUSE	212000000	 

Le fichier contenant les exercices étant mis à votre disposition, je vous laisse essayer de vous même car sinon cela ferait trop de screenshots.

Exercise 11 :

```
<!DOCTYPE html>
<html lang="fr">
<head>
  <meta charset="UTF-8">
  <title>JS 1 - Exo 10</title>
  <link href="styles2.css" rel="stylesheet">
  <link href="https://fonts.googleapis.com/icon?family=Material-Icons"
    rel="stylesheet">
</head>
<body>
<div class="slideshow-container">
  <div class="mySlides fade">
    
  </div>
  <div class="mySlides fade">
    
  </div>
  <div class="mySlides fade">
    
  </div>
  <a class="prev" onclick="plusSlides(-1)"></a>
  <a class="next" onclick="plusSlides(1)"></a>
</div>
<br>
<div style="text-align:center">
  <span class="dot" onclick="currentSlide(1)"></span>
  <span class="dot" onclick="currentSlide(2)"></span>
  <span class="dot" onclick="currentSlide(3)"></span>
</div>
<script src="ex011.js" type="text/javascript"></script>
</body>
</html>
```

```
let slideIndex = 1;
showSlides(slideIndex);

function plusSlides(n) {
  showSlides( n: slideIndex += n);
}

function currentSlide(n) {
  showSlides( n: slideIndex = n);
}

function showSlides(n) {
  let i;
  let slides = document.getElementsByClassName( className: "mySlides");
  let dots = document.getElementsByClassName( className: "dot");
  if (n > slides.length) {slideIndex = 1}
  if (n < 1) {slideIndex = slides.length}
  for (i = 0; i < slides.length; i++) {
    slides[i].style.display = "none";
  }
  for (i = 0; i < dots.length; i++) {
    dots[i].className = dots[i].className.replace( searchValue: " active", replaceValue: "");
  }
  slides[slideIndex-1].style.display = "block";
  dots[slideIndex-1].className += " active";
}
```

