COMPUTER PROGRAMMING II

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ICT11-B
PT#2
Index.html

```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Odd or Even</title>
    <style>
        body {
            background-color: #009688;
            color: #ffffff;
            font-family: 'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS', serif;
            margin: 0%;
        }
        header {
            background-color: #00796b;
            font-size: 250%;
            text-align: center;
            text-transform: uppercase;
            padding: 1%;
        }
        main {
            padding: 3%;
            float: left;
            font-size: 125%;
        }

        #container-left {
            float: left;
            width: 60%;
        }
        #container-right {
            float: right;
            width: 40%;
        }

        #total {
            animation: zoom-in 3s ease-out;
            animation-iteration-count: 1;
        }
        @keyframes zoom-in {
            0% {
```

```
                transform: scale(1, 1);
            }
            50% {
                transform: scale(1.5, 1.5);
            }
            100% {
                transform: scale(1, 1);
            }
        }
    </style>
</head>
<body>
    <header>
        <p>Odd or Even?</p>
    </header>
    <main>
        <div id="container-left">
        <p id="even&odd"></p>
        <p id="even&odd2"></p>
        <p id="even&odd3"></p>
        <p id="even&odd4"></p>
        <p id="even&odd5"></p>
        <p id="even&odd6"></p>
        <p id="even&odd7"></p>
        <p id="even&odd8"></p>
        <p id="even&odd9"></p>
        <p id="even&odd10"></p>
        </div>

        <div id="container-right">
            <h3 id="total"></h3>
        </div>

        <script>
            var a;
            var b;
            var c;
            var d;
            var e;
            var f;
            var g;
            var h;
            var i;
            var j;

            var zA;
            var zB;
            var zC;
```

```javascript
var zD;
var zE;
var zF;
var zG;
var zH;
var zI;
var zJ;

var totalSum;

//get the value from user
a = prompt('Please enter a number greater than 0.', 0);
b = prompt('Please enter a number greater than 0.', 0);
c = prompt('Please enter a number greater than 0.', 0);
d = prompt('Please enter a number greater than 0.', 0);
e = prompt('Please enter a number greater than 0.', 0);
f = prompt('Please enter a number greater than 0.', 0);
g = prompt('Please enter a number greater than 0.', 0);
h = prompt('Please enter a number greater than 0.', 0);
i = prompt('Please enter a number greater than 0.', 0);
j = prompt('Please enter a number greater than 0.', 0);

zA = parseInt(a);
zB = parseInt(b);
zC = parseInt(c);
zD = parseInt(d);
zE = parseInt(e);
zF = parseInt(f);
zG = parseInt(g);
zH = parseInt(h);
zI = parseInt(i);
zJ = parseInt(j);

if (zA % 2 == 0) {
    document.getElementById('even&odd').innerHTML = 'The number is EVEN ' + a
} else {
    document.getElementById('even&odd').innerHTML = 'The number is ODD ' + a
}

if (zB % 2 == 0) {
    document.getElementById('even&odd2').innerHTML = 'The number is EVEN ' + b
} else {
    document.getElementById('even&odd2').innerHTML = 'The number is ODD ' + b
}

if (zC % 2 == 0) {
    document.getElementById('even&odd3').innerHTML = 'The number is EVEN ' + c
} else {
```

```javascript
            document.getElementById('even&odd3').innerHTML = 'The number is ODD ' + c
        }

        if (zD % 2 == 0) {
            document.getElementById('even&odd4').innerHTML = 'The number is EVEN ' + d
        } else {
            document.getElementById('even&odd4').innerHTML = 'The number is ODD ' + d
        }

        if (zE % 2 == 0) {
            document.getElementById('even&odd5').innerHTML = 'The number is EVEN ' + e
        } else {
            document.getElementById('even&odd5').innerHTML = 'The number is ODD ' + e
        }

        if (zF % 2 == 0) {
            document.getElementById('even&odd6').innerHTML = 'The number is EVEN ' + f
        } else {
            document.getElementById('even&odd6').innerHTML = 'The number is ODD ' + f
        }

        if (zG % 2 == 0) {
            document.getElementById('even&odd7').innerHTML = 'The number is EVEN ' + g
        } else {
            document.getElementById('even&odd7').innerHTML = 'The number is ODD ' + g
        }

        if (zH % 2 == 0) {
            document.getElementById('even&odd8').innerHTML = 'The number is EVEN '+ h
        } else {
            document.getElementById('even&odd8').innerHTML = 'The number is ODD ' + h
        }

        if (zI % 2 == 0) {
            document.getElementById('even&odd9').innerHTML = 'The number is EVEN ' + i
        } else {
            document.getElementById('even&odd9').innerHTML = 'The number is ODD ' + i
        }

        if (zJ % 2 == 0) {
            document.getElementById('even&odd10').innerHTML = 'The number is EVEN ' + j
        } else {
            document.getElementById('even&odd10').innerHTML = 'The number is ODD ' + j
        }

        totalSum = (parseFloat(a) + parseFloat(b) + parseFloat(c) + parseFloat(d) +
parseFloat(e) + parseFloat(f) + parseFloat(g) + parseFloat(h) + parseFloat(i) +
parseFloat(j));
```

```
            document.getElementById('total').innerHTML = 'The total summation is: ' +
totalSum;
    </script>
    </main>
</body>
</html>
```

ODD OR EVEN?

The number is EVEN 2

The number is ODD 3

The number is ODD 5

The number is EVEN 6

The number is ODD 5

The number is EVEN 2

The number is EVEN 8

The number is ODD 7

The number is EVEN 6

The number is ODD 9

The total summation is: 53