Practical-5

Aim: JS Events handling, JavaScript Array, Callbacks & Timer Functions

- Demonstrate various Ways to handle Events

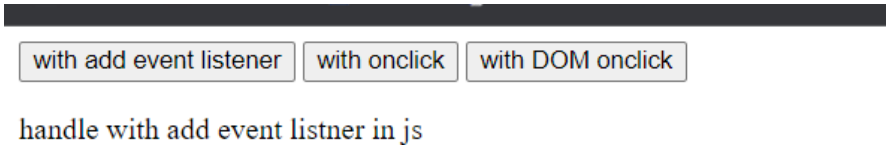
```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <button id="addevent"> with add event listener</button>
<button id="oc" onclick="r();"> with onclick</button>
<!-- <button id="oc" onclick="r();"> with onclick</button> -->
<button id="ocd"> with DOM onclick</button>
<p id="p"></p>
<script>
let p = document.getElementById("p"); function r() {
// document.write(`handle by onclick in html `) p.innerHTML = `handle by onclick in html`
}
let btn1 = document.getElementById("addevent") let btn2 = document.getElementById("ocd")
btn1.onclick = () => {
p.innerHTML = `handle with add event listner in js`
// document.write(` `)
}
btn2.onclick = function () {
p.innerHTML = `handle by with DOM Onclick property in js`
// document.write(` `)

}
</script>

</body>
</html>

</html>
```

Output:



Conclusion: In this practical we learn that how we can handle events in a single click.

- Write the Script to Change the background color randomly after every 1 minutes.

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Document</title>
</head>
<body>
<script>
function raj(){
let ff1 = Math.floor(Math.random() * 100) let ff2 = Math.floor(Math.random() * 100) let
ff3 = Math.floor(Math.random() * 100) console.log(ff1)
document.body.style.backgroundColor = "#"+ff1+ff2+ff3
}
// document.body.style.backgroundColor = "pink" setInterval(prachi, 1000);
</script>
</body>
</html>
```

Output:

Conclusion: In this practical we learn how change colors after specific period of time.

- Create Arrays of Colors and Apply these colors in order to tr background of table.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-
scale=1.0">
    <title>Document</title>
</head>
<body>
    <table border="2px solid gray" style="border-collapse:
collapse;border- spacing: 10px; font-size: 50px;">
        <tr id="tr0">
        <th>red</th>
        <th> background-color</th>
        <th> background-color</th>
        </tr>
        <tr id="tr2">
        <td>orange</td>
        <td>background-color</td>
        <td>background-color</td>
        </tr>
        <tr id="tr3">
        <td>yellow</td>
        <td>background-color</td>
        <td>background-color</td>
        </tr>
        <tr id="tr1">
        <td>pink</td>
        <td>background-color </td>
        <td> background-color</td>
        </tr>
        </table>
        <script>
        var arr = ["red","pink","orange","yellow"] for (let i = 0; i <
4; i++) {
        let x = document.getElementById("tr"+i)
x.style.backgroundColor = arr[i];
        }
        </script>
</body>
</html>
```

Output:

red	background-color	background-color
orange	background-color	background-color
yellow	background-color	background-color
pink	background-color	background-color

Conclusion: In this practical we learn how colors change with its text

- Zoom image on mouse over and zoom out on mouse out

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-
scale=1.0">
    <title>Document</title>
</head>
<body>
    <div class="box">
        <img src="car.png" id="pt" onmouseover="big()"
onmouseout="small()" width="500px">
    </div>
    </button>
    <style>
        button{
            position: relative;;
            margin: 5px;
            font-size: 30px;
            border: 2px solid black;
        }
        img{
            cursor: zoom-in;
        }
    </style>
    <script type="text/javascript">
        add
        function big() {
            var x = document.getElementById("pt");
            x.style.width = 1000 + "px";
        }
        function small() {
            var x = document.getElementById("pt");
            x.style.width = 500 + "px";
        }
    </script>
</body>
</html>
```

Output:

Conclusion: In this practical we learn how to hover our mouse and picture zooms in and zoom out.

- Change the location of image based on arrow key of keyboard using callback function

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <img src="phone.png" alt="" srcset="" id="i" style="position: absolute; top: 0; left:
0; bottom: 0; right: 0;">
    <script>
        document.onkeydown = checkKey;
        function checkKey(e) {
            let i = document.getElementById("i");
            e = e || window.event;
            if (e.keyCode == '38') {
                let x = i.style.top;
                let y = parseInt(x, 10) + 10 ;
                i.style.top = y + "px"
                console.log(x,y)
            }
            else if (e.keyCode == '40') {
                let x = i.style.top;
                let y = parseInt(x, 10) - 10 ;
                i.style.top = y + "px"
            }
            else if (e.keyCode == '37') {
                let x = i.style.left;
                let y = parseInt(x, 10) + 10 ;
                i.style.left = y + "px"
            }
            else if (e.keyCode == '39') {
                let x = i.style.left;
                let y = parseInt(x, 10) - 10 ;
                i.style.left = y + "px"
            }
        }
    </script>

</body>
</html>
```

Output:

Conclusion: In this practical we learn how to change location of image using callback function.