

Lab7

QUESTIONS:

1.

```
<!DOCTYPE html>
<html>
<head>
<title>
lab7_1
</title>

<script type="text/javascript">

function getPositionXY(element){ var
rect =
element.getBoundingClientRect();
document.getElementById('button').innerHTML ='X: ' + rect.x + ', ' + 'Y: ' + rect.y
}
</script>
</head>

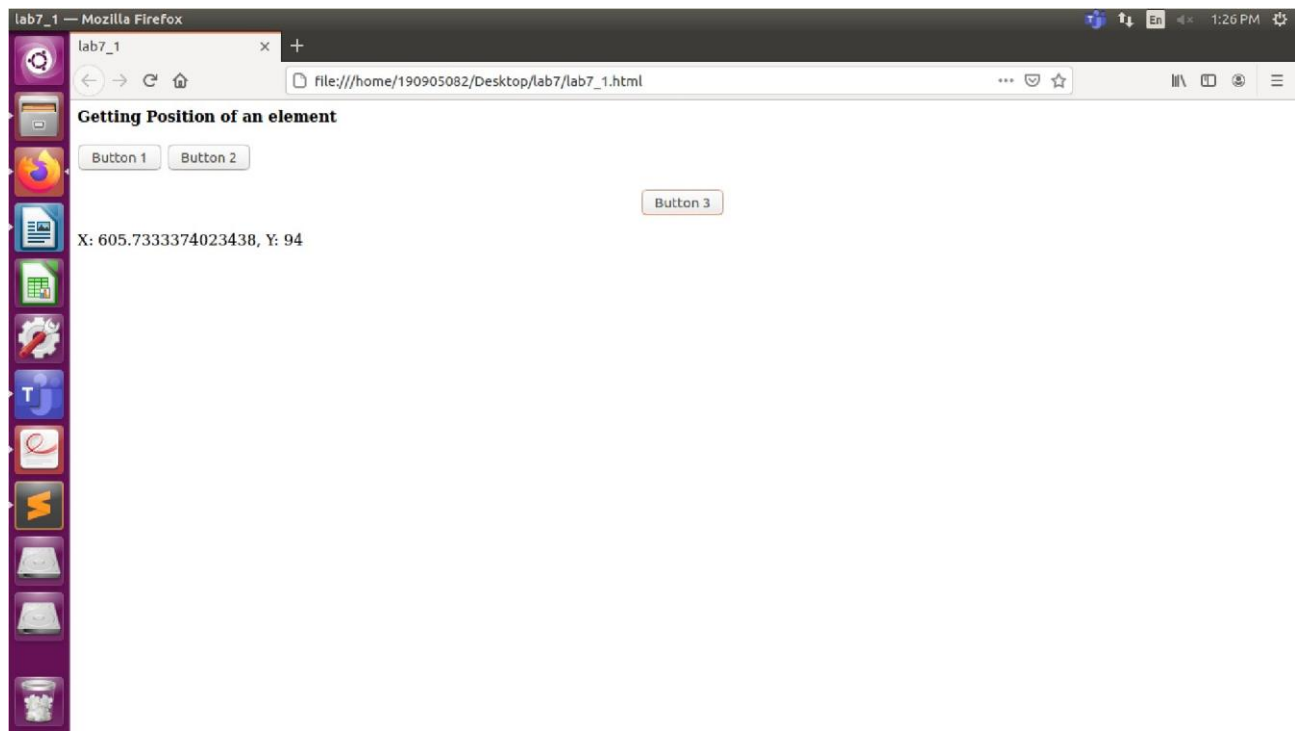
<body>
<b>Getting Position of an element</b>

    <br><br>
<button id='button1' onclick="getPositionXY(this)">
Button 1
</button>
<button id = 'button1' onclick = "getPositionXY(this)">
    Button 2
</button>

    <br><br>
<center>
<button id = 'button1' onclick = "getPositionXY(this)">
    Button 3
</button>
</center>

<p id='button'></p>

</body>
</html>
```



2.

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <title>Greeting</title>
```

```
  <script
```

```
    type="text/javascript">
```

```
    function greet()
```

```
    {
```

```
      document.write("<center><font size=7 style='color: blue;'>");      var  
myDate = new Date();      var hr = new Date().getHours();      if (hr >= 0 &&  
hr < 12) {
```

```
        document.write("Good Morning!");
```

```
      }
```

```
      else if (hr >= 12 && hr <= 17) {
```

```
        document.write("Good Afternoon!");
```

```
      } else {
```

```
        document.write("Good Evening!");
```

```
      }
```

```
      document.write("</font></center>");
```

```
      document.write('Time is '+myDate.getHours()+':' +myDate.getMinutes()  
+':' +myDate.getSeconds());
```

```
    }
```

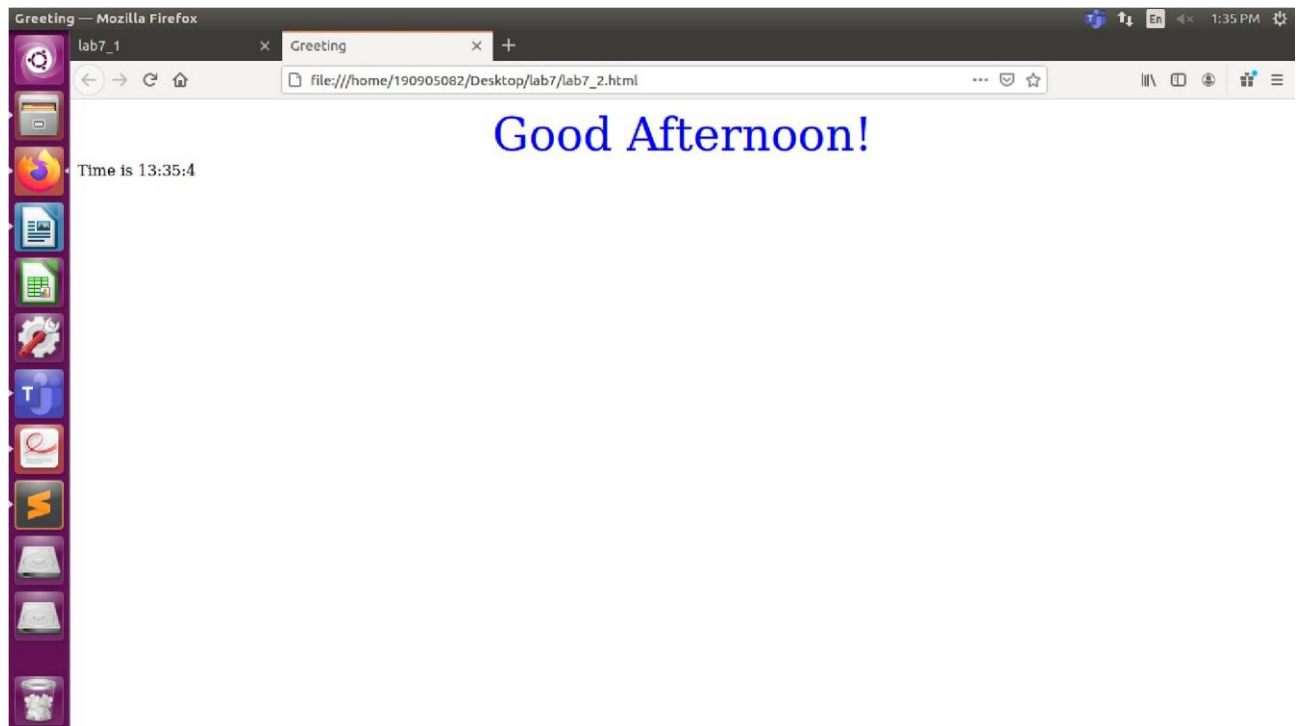
```
  </script>
```

```
</head>
```

```

<body>
  <button onclick="greet()">Press Here</button>
</body>
</html>

```



3.

```

<!DOCTYPE html>
<html>
<head>
<title>
Lab7_3
</title>
</head>
<body onload="rain()">

<script
type="text/javascript"> var
n = 1;
function rain()
{
    this.rain_len = 5; this.rain_ang
    = Math.PI/3; var ctx =
    myCanvas.getContext('2d'); var
    x = Math.random() * 1800; var
    y = Math.random() * 600;
    ctx.strokeStyle = "blue";

```

```

    ctx.beginPath();
    ctx.moveTo(x,y);
    ctx.lineTo(x-Math.cos(this.rain_ang)*this.rain_len,y-
    Math.sin(this.rain_ang)*this.rain_len); ctx.stroke(); n = n + 1;
    if (n == 100)
    {
        ctx.clearRect(0, 0, 1800,
        600); n = 1;
    }
    var t = setTimeout(rain, 15);
}

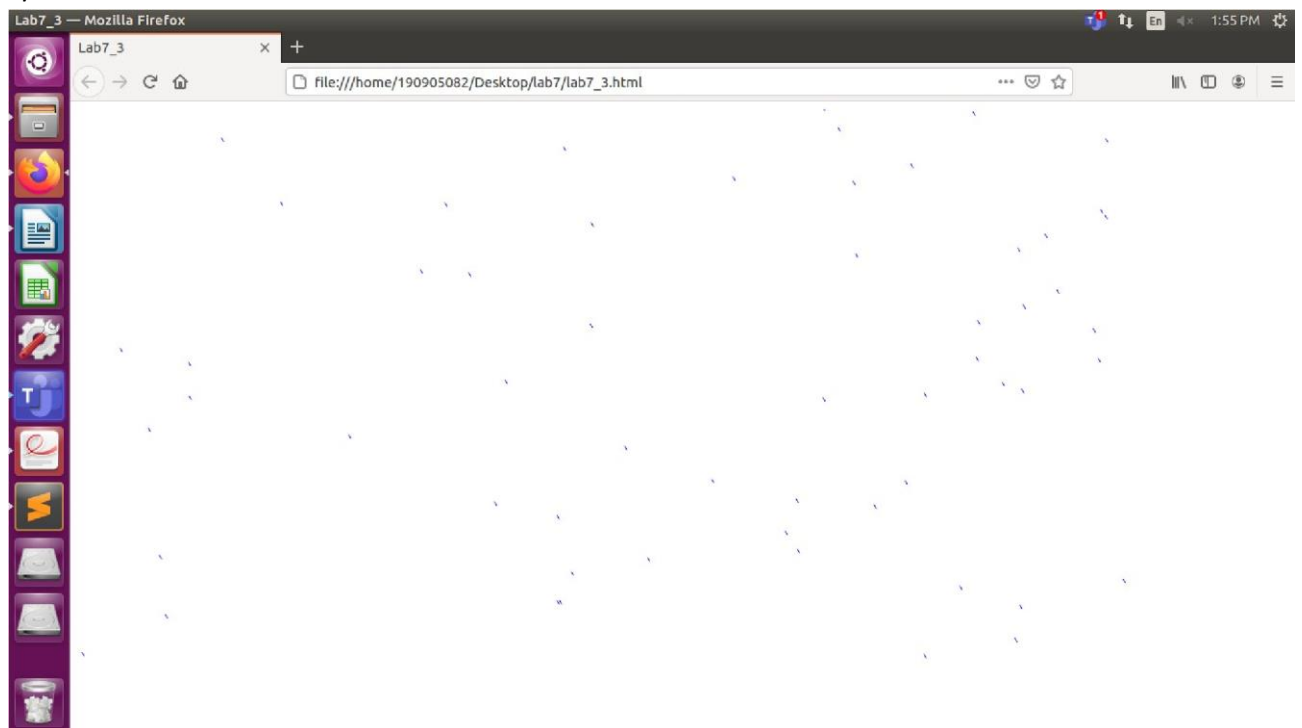
```

```

</script>
<canvas id="myCanvas" width="1200" height="600">

</canvas>
</body>
</html>

```



4.

```

<!DOCTYPE HTML>
<html>
<head>
<title>
Lab7_4

```

```

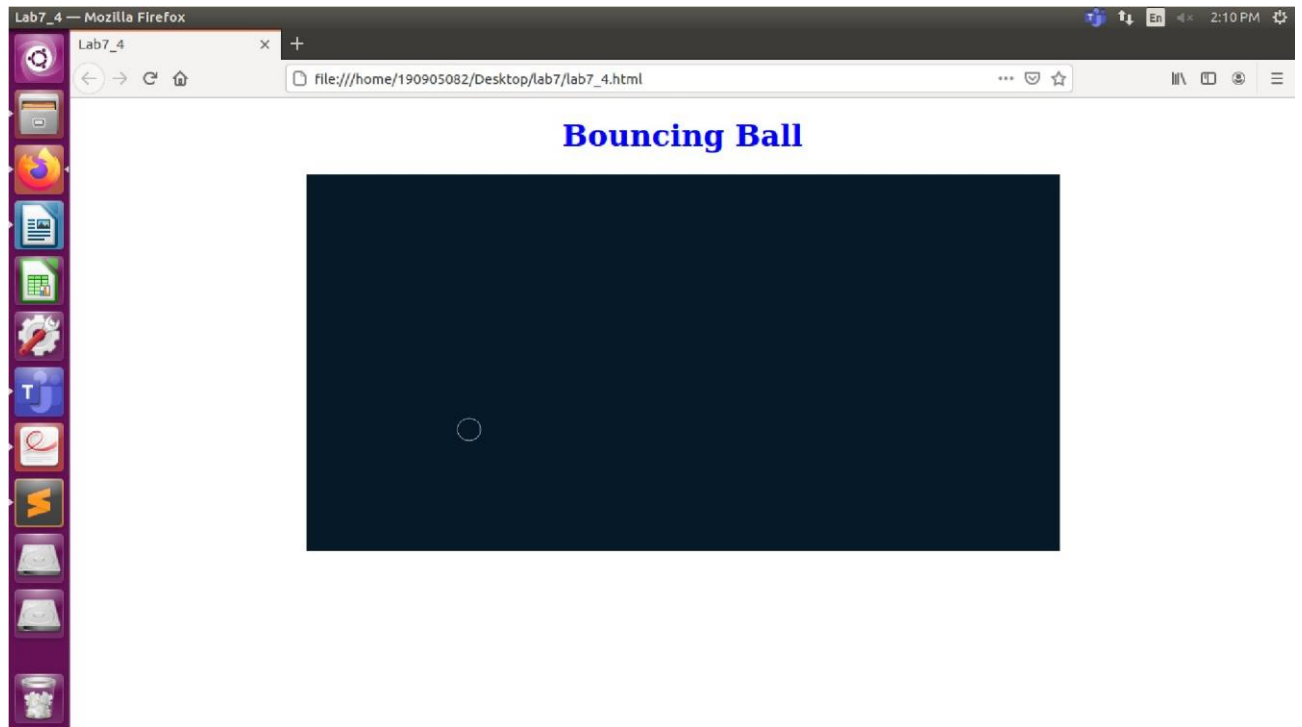
</title>
</head>
<body>
  <center>
    <style>
h1    {
color:blue;
    }
canvas
    {
        background-
color:#061928;      width:
800px;      height: 400px;
    }
    </style>
    <h1>Bouncing Ball</h1>
    <canvas>
    </canvas>
<script>
    var canvas = document.querySelector("canvas");      canvas.width
= window.innerWidth;      canvas.height = window.innerHeight;      var
l = canvas.getContext('2d');      var x = Math.floor(Math.random() *
innerWidth);      var y = Math.floor(Math.random() * innerHeight);      var
vx = Math.floor(Math.random() * 2);      var vy =
Math.floor(Math.random() * 4);
    var radius =
20;      move();
function move()
    {
        requestAnimationFrame(move);
        l.clearRect(0, 0, innerWidth, innerHeight);
        l.beginPath();
        l.strokeStyle = "white";
        l.arc(x, y, radius, 0, Math.PI * 2, false);
        l.stroke();      if (y
+ radius > innerHeight)
            vy = 0 - vy;
        if (y - radius < 0)      vy =
0 - vy;      if (radius + x >
innerWidth)
            vx = 0 - vx;
        if (x - radius < 0)
        vx = 0 - vx;

```

```

        x = x +
vx;        y = y
+ vy;
    }
    </script>
</center>
</body>
</html>

```



5.

```

<!DOCTYPE html>
<html>
<head>
<title>
lab7_5
</title>
</head>
<body>
<h1>
Pick Color:

```

```

</h1>
<script>
function
func()
{
    alert("color selected");
    return false;
}
</script>
<form onsubmit="func()">
<input type="color" name="color" value="#ff0000">
<input type="submit">
</form>
</body>
</html>

```

