22. Implement a Javascript function that accept number of rows(m) and columns(n) from user and displays a 2D m x n square layout of alternate colorsblack and red.

23. Create a web page to display events in card layout. An event should have image, title, date and description fields. Store all these values in Javascript array or object for multiple events and generate dynamic cards for each events on webpage.

24. Create a Web page that accept a value in a text box for temperature in one unit and convert it to another. It should accept input in kelvin, Celsius, Fahrenheit and Convert accordingly.

25. Create a user registration form which accepts first name, last name, user ID, password, confirm password, Address, Email ID, Contact number. Apply appropriate client side validations using JavaScript for all fields of html form. Also layout this form using a CSS.

26. Create a Webpage with two buttons start and stop. When user click on start button a timer should start to count seconds. When a user click on stop button then it should stop.

27. Create a Webpage to display digital clock that display updated time of your system without refreshing webpage.

28. Write a JavaScript to display greeting message according to time with user name that is accessing the webpage. When user clicks on the greeting message it should hide.

29. Write a JavaScript code that displays text "TEXT-GROWING" with increasing font size in the interval of 100ms in RED COLOR, when the fontsize reaches 50pt it displays "TEXT-SHRINKING" in BLUE color. Then thefont size decreases to 5pt.

30. Write a script that plays a "guess the number" game as follows: Your program chooses the number to be guessed by selecting a random integer in the range 1 to 1000. The script displays the prompt Guess a number between 1 and 1000 next to a text field. The player types a first guess in to the text field and clicks a button to submit the guess to the script. If the player's guess is incorrect, your program should display Too high. Try again. or Too low. Try again. to help the player "zero in" on the correct answer and should clear the text field so the user can enter the next guess. When the user enters the correct answer, display Congratulations. You guessed the number! and clear the text field so the user can play again.