Experiment 6

AIM: to design a protype for a tTV control panel

procedure:

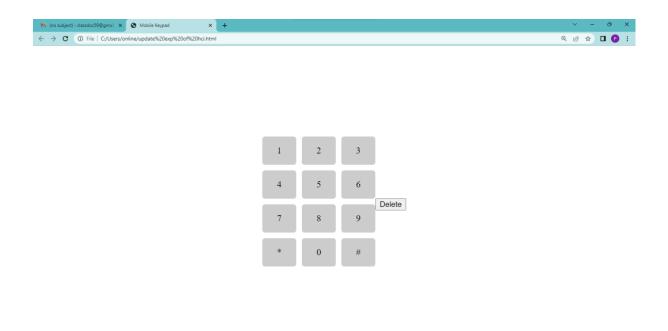
- 1. The HTML document creates a mobile keypad interface with buttons enclosed in a <div> container.
- 2.CSS styles are applied to define the layout and appearance of the keypad.
- 3.JavaScript code tracks the pressed keys using an array.
- 4. When a button is clicked, the handleKeyPress() function is invoked, which adds the clicked key to the pressedKeys array.
- 5. The feedback message is updated by joining the elements of the pressed Keys array.

```
Code:
```

```
<!DOCTYPE html>
<html>
<head>
 <title>Mobile Keypad</title>
 <style>
  body {
   display: flex;
   justify-content: center;
   align-items: center;
   height: 100vh;
   margin: 0;
  .keypad {
   display: grid;
   grid-template-columns: repeat(3, 1fr);
   gap: 10px;
   width: 200px;
```

```
}
  .key {
   display: flex;
   justify-content: center;
   align-items: center;
   height: 50px;
   background-color: #ccc;
   border-radius: 5px;
   cursor: pointer;
  }
  #feedback {
   margin-top: 10px;
   font-weight: bold;
   text-align: center;
  }
  button {
   margin-top: 10px;
  }
 </style>
</head>
<body>
 <div class="keypad">
  <div class="key" onclick="handleKeyPress('1')">1</div>
  <div class="key" onclick="handleKeyPress('2')">2</div>
  <div class="key" onclick="handleKeyPress('3')">3</div>
  <div class="key" onclick="handleKeyPress('4')">4</div>
  <div class="key" onclick="handleKeyPress('5')">5</div>
  <div class="key" onclick="handleKeyPress('6')">6</div>
  <div class="key" onclick="handleKeyPress('7')">7</div>
  <div class="key" onclick="handleKeyPress('8')">8</div>
  <div class="key" onclick="handleKeyPress('9')">9</div>
```

```
<div class="key" onclick="handleKeyPress('*')">*</div>
  <div class="key" onclick="handleKeyPress('0')">0</div>
  <div class="key" onclick="handleKeyPress('#')">#</div>
 </div>
<button onclick="deleteLastKeyPressed()">Delete</button>
 <script>
  var pressedKeys = [];
  function handleKeyPress(key) {
   pressedKeys.push(key);
  updateFeedback();
  }
  function deleteLastKeyPressed() {
  pressedKeys.pop();
  updateFeedback();
  }
  function updateFeedback() {
  document.getElementById("feedback").innerText = "Pressed keys: " + pressedKeys.join("");
 }
</script>
</body>
</html>
```



result:

thus, the TV remote prototype is executed sucessfully