

JavaScript practice lab

1. Develop and demonstrate a XHTML file that includes JavaScript for

Input: A number n obtained using prompt

Output: Display their square using alert.

2. Develop calculator, using JavaScript that contains operators, expression and functions.

3. Write a JavaScript program to check odd or even numbers.

Input: enter number into textbox

Output: appears as an alert box

4. Write a JavaScript program to check palindrome numbers.

Input: obtain number using prompt.

Output: appears as an alert box

5. Use onmouseover and onmouseout event handler so that image should change when you place cursor on it.

6. Develop and demonstrate a XHTML file that includes JavaScript for

Input: Enter number 123

Output: reverse of number 321

Input: Enter string abcd

Output: reverse of string is dcba

NOTE: Students are requested to use different event handlers like onfocus, onload, onblur etc