

Lesson 5

6a to 6c

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      Exercise 6
    </title>
  </head>

  <body>
    <script>
      const time =23.40;
```

```
      if(time >= 6 && time <=12.59)
      {
        alert('Good morning Dinesh K');
        console.log('Good morning Dinesh K ');
      }
      else if(time >= 13 && time <=17.59)
      {
        alert('Good Evening Dinesh K');
        console.log('Good evening Dinesh K');
      }
      else if(time >=18 && time <=23.59 )
      {
        alert('Good Night Dinesh K');
        console.log('Good Night Dinesh K');
      }
    </script>
  </body>
```

```
</html>
```

This page says

Good Night Dinesh K

OK

6d.6e

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      Exercise 6
    </title>
  </head>

  <body>
    <script>
      const age=1;
      const holiday= false;
```

```
      if(holiday === false)
      {
        if(age <= 6 || age >= 65)
        {
          alert('Dsicount');
          console.log('Discount');
        }
        else
        {
          alert('Not Dsicount');
          console.log('Not Discount');
        }
      }
    else
    {
      alert('Not Dsicount');
      console.log('Not Discount');
    }
  }
}
```

```
    </script>
  </body>
```

```
</html>
```



The image shows a browser alert dialog box. The title bar says "This page says". The main text area displays "Dsicount". At the bottom right, there is a blue button with the text "OK".

6f to 6j

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      Head-Tails
    </title>
  </head>

  <body>
    <h1>Head-Tails</h1>

    <button onclick="
      const randnum = Math.random();
      let comp='';
      let result='';
```

```
      if(randnum > 0 && randnum < 0.5)
      {
        comp='Heads';
        result='You Win';
      }
      else if (randnum >= 0.5 && randnum < 1)
      {
        comp='Tail';
        result='You Lose';
```

```
      }

      alert(`You Pick Head. Computer Pick ${comp}. ${result}`);
```

```
">
    Head</button>
```

```
    <button onclick="
      const randnum1 = Math.random();
      let comp1='';
      let result1='';
```

```
      if(randnum1 > 0 && randnum1 < 0.5)
      {
        comp1='Heads';
        result1='You Lose';
      }
      else if (randnum1 >= 0.5 && randnum1 < 1)
      {
        comp1='Tail';
```

```
result1='You Win';
```

```
}
```

```
alert(`You Pick Tail. Computer Pick ${comp1}. ${result1}`);
```

```
">
```

```
Tail</button>
```

```
</body>  
</html>
```

Head-Tails

This page says

You Pick Head. Computer Pick Heads. You Win

Head-Tails

This page says

You Pick Tail. Computer Pick Heads. You Lose

6k,6i

```
<!DOCTYPE html>  
<html>  
  <head>  
    <title>Cart quantity</title>  
  </head>  
  
  <body>  
    <p>Cart quantity</p>  
    <button onclick="console.log(`cart quantity: ${cartqnt}`)">  
      Show quantity  
    </button>
```

```
<button onclick="
if(cartqnt === 10)
{
    alert('The Cart is full');
}
else
{
    cartqnt++;
console.log(`cart quantity: ${cartqnt}`);
}
">
    Add to cart
</button>

<button onclick="
if(cartqnt === 10)
{
    alert('The Cart is full');
}
else
{
    cartqnt+=2;
console.log(`cart quantity: ${cartqnt}`);
}
">
    +2
</button>

<button onclick="
if(cartqnt === 10)
{
    alert('The Cart is full');
}
else
{
    cartqnt+=3;
console.log(`cart quantity: ${cartqnt}`);
}
">
    +3
</button>
```

```
<button onclick="
if(cartqnt === 10)
{
    alert('The Cart is full');
}
else
{
```

```
        cartqnt+=4;
        console.log(`cart quantity: ${cartqnt}`);
    }
">
    +4
</button>
```

```
<button onclick="
if(cartqnt === 10)
{
    alert('The Cart is full');
}
else
{
    cartqnt+=5;
    console.log(`cart quantity: ${cartqnt}`);
}
">
    +5
</button>
```

```
<button onclick="
if(cartqnt<=0 )
{
    alert('Not Enough quantity in the cart');
}
else
{
    cartqnt--;
    console.log(`cart quantity: ${cartqnt}`);
}
">
    Remove from cart
</button>
```

```
<button onclick="
if(cartqnt<=0 )
{
    alert('Not Enough quantity in the cart');
}
else
{
    cartqnt-=2;
    console.log(`cart quantity: ${cartqnt}`);
}
">
```

```
</button>
```

```
<button onclick="
  if(cartqnt<=0 )
  {
    alert('Not Enough quantity in the cart');
  }
  else
  {
    cartqnt-=3;
    console.log(`cart quantity: ${cartqnt}`);
  }
">
  -3
</button>
```

```
<button onclick="
  cartqnt=0;
  console.log(`cart quantity: ${cartqnt}`);">
  Reset
</button>
```

```
<script>
  let cartqnt=0;
```

```

  </script>
</body>
</html>
```