

## **Practical-6 JS class, Objects, Error Object, JSON Object, Try-catch**

**AIM: Demonstrate Class, Properties, Methods and Objects.**

### **Program:**

```
<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Prac 6</title>

</head>

<body>

    <p id="display"></p>

    <script src="./second.js"></script>

</body>

</html>
```

### **JavaScript :**

```
class Student{

    constructor(name){

        this.name = name;

    }

}
```

```
Nameis(){
    return `and is of CHARUSAT college`;
}

}

class IT extends Student{
    constructor(dept, id, name){
        super(name);
        this.dept = dept;

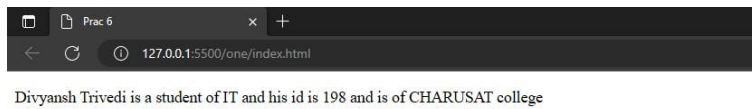
        this.id = id;
    }
    get Marks() {
        return this.calMarks();
    }
    calMarks() {
        this.marks1 + this.marks2;
    }
    std(){
        // console.log(`${this.name} is a student of ${this.dept} and his id is ${this.id}`);
        return `${this.name} is a student of ${this.dept} and his id is ${this.id}`;
    }
}
```

```
const myobj = new IT("IT" , 198, "Divyansh Trivedi" );
```

```
document.getElementById("display").innerHTML = myobj.std() + " " + myobj.Nameis();
```

```
console.log(myobj.Marks);
```

## Output:



## AIM: Demonstrate how to work with JSON File.

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
<meta charset="UTF-8">
```

```
<meta http-equiv="X-UA-Compatible" content="IE=edge">
```

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
<title>Prac 6</title>
```

```
</head>
```

```
<body>
```

```
<p id="demo"></p>
```

```
<script src="./one.js"></script>
```

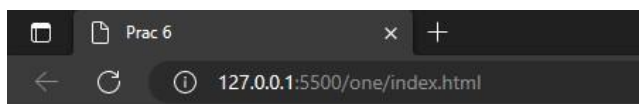
</body>

</html>

### JavaScript:

```
let text = '{ "students" : [' +  
  '{ "firstName":"Rahul" , "lastName":"Sharma" },' +  
  '{ "firstName":"Divyansh" , "lastName":"Trivedi" },' +  
  '{ "firstName":"Mahesh" , "lastName":"Tripathi" } ]}';  
  
const obj1 = JSON.parse(text);  
  
document.getElementById("demo").innerHTML =  
obj1.students[0].firstName + " " + obj1.students[0].lastName;
```

### Output:



Rahul Sharma

**AIM: Do Spoural Registration Form Validation (Error object and try...catch..)****Program:**

```
<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Document</title>

</head>

<body>

    <script src="/try_catch.js"></script>

    <form id="registrationForm">

        <label for="name">Name:</label>

        <input type="text" id="name" required>

        <br>

        <label for="email">Email:</label>

        <input type="email" id="email" required>

        <br>

        <label for="age">Age:</label>

        <input type="number" id="age" min="18" max="100" required>

        <br>

        <label for="sport">Sport:</label>

        <select id="sport" required>
```

```
<option value="">Select a sport</option>

<option value="football">Soccer</option>

<option value="basketball">Basketball</option>

<option value="cricket">Tennis</option>

</select>

<br>

<input type="submit" value="Submit" onclick="validate()">

</form>

</body>

</html>
```

**JavaScript:**

```
function validate() {

    try {

        var name = document.getElementById("name").value;

        var mail = document.getElementById("email").value;

        var age = document.getElementById("age").value;

        var sport = document.getElementById("sport").value;

        if (name == "" || mail == "" || age == "" || sport == "") {

            throw new Error("Please fill out all fields.");

        }

        alert("Registration successful!");

    }
```

```
    return true;

} catch (err) {

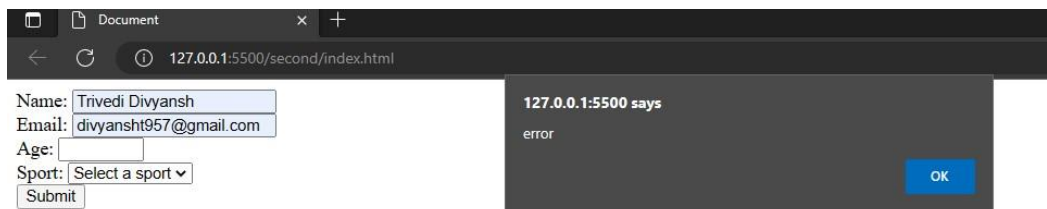
    alert("error");

    return false;

}

}
```

## Output:



**Conclusion:** From this practical we learned about JSON file , how to convert JSON file into JavaScript Object and various methods and properties of class