

# React Js.

## Assignment (Module-1)

### Introduction (HTML, CSS, JAVASCRIPT)

#### 1). What is HTML5?

- Hypertext Markup language Revision 5.
- It is more stable than HTML.
- It is a markup language for the structure and presentation of www content.
- It supports traditional HTML and X-HTML style syntax and other new features in its markup, New API, XHTML and error handling.

#### 2). What is HTML5 structure Based tag?

- <header>,<nav>,<section>,<main>,<aside>,<article>,<footer> etc.....

#### 3). What is HTML5 Content Based Tag?

- <svg>,<canvas>,<figure>,<figurecap>,<fieldset>,<datalist>,<audio>,<video>,<bdi>,<data>,<hgroup>,<mark>,<picture>,<progress>,<source>,<summary>,<time>,<wbr> etc.....

#### 4). What is CSS?

- CSS is cascading stylesheet.
- It is used to apply style to our HTML document and make attractive our website.

#### 5). What is Transition and Transform in CSS3?

- **Transition:** It is a CSS3 property used to apply time in effect.
- **Transform:** It is a CSS3 property used to apply 2D, 3D transformation on element.

#### 6). What is 2D transform in CSS3?

- It is properties in CSS3 to create two Dimension effect on element
  1. Translate
  2. Rotate
  3. Scale
  4. scaleX
  5. scaleY
  6. skew

- 7. skewX
- 8. skewY
- 9. matrix

7). What is JavaScript?

- JavaScript is a client's side scripting language.
- It is a programming language that allows you to implement complex features on web pages
- It creates dynamically updating content, control multimedia, animate images, and pretty much everything else.

8). What is JavaScript Boxes?

- The JavaScript boxes is alert boxes message in webpage .
- There are three types of JavaScript boxes.

9). What is JavaScript events?

- JavaScript's interaction with HTML is handled through events that occur when the user or the browser manipulates a page.
- JavaScript events is a use to run some process through events.
- When the page is load it's called events.
- When the user click on the button it's also called events.

10). What is JavaScript Output methods?

- JavaScript Output methods is method use to print data on screen.
- There are so many types of Output methods in JavaScript.
  1. console.log("")
  2. document.write("")
  3. window.alert("")
  4. document.getElementById("")
  5. document.getElementsByClassName("")
  6. document.getElementsByTagName("")
  7. document.getElementById("").innerHTML

11). How to use JavaScript Output methods?

- There are so many Output methods in JavaScript to print o screen.
- There are some examples of output methods as under.
- **EXAMPLES..**
- <form>

```
<input type="text" name="Fname" id="firstname" class="firstname"
placeholder="Enter Your Name" required>
```

</form>

1. `Consol.log("Hi , I am rancho")`
  2. `document.write("Hi , I am rancho")`
  3. `document.getElementById("firstname")`
  4. `document.getElementsByClassName("firstname")`
  5. `document.getElementsByTagName("input")`
  6. `document.getElementsByTagName("input").value`
  7. `document.getElementsByTagName("form").innerHTML`
  8. `window.location("www.facebook.com")`
- etc.....

12). How to used JavaScript Events to Do all examples?

➤ Basically there are three main Events in JavaScript

**1. Mouse Events**

- `onclick()`
- `ondblclick()`
- `onmouseup()`
- `onmousedown()`
- `onmouseenter()`
- `onmouseleave()`
- `onmouseover()`
- etc...

**2. Key-Board Events**

- `Onkeypress()`
- `Onkeydown()`
- `Onkeyup()`

**3. Window Events**

- `Onload()`
- `OnUnload()`
- `onafterprint()`
- `onbeforeprint()`
- `onbeforeunload()`
- `onerror()`
- `onresize()`
- `ononline()`
- `onoffline()`
- etc.....

13). Calculate Subtotal price of quality in JavaScript?

➤

14). How to change image using onchange Events in JavaScript?

➤ <!DOCTYPE html>

```
<html>
```

```
<head>
```

```
<title>Change Image Example</title>
```

```
</head>
```

```
<body>
```

```
<h1>Change Image Example</h1>
```

```
<input type="file" onchange="loadFile(event)">
```

```
<br><br>
```

```
<img id="output" width="200">
```

```
<script>
```

```
var loadFile = function(event) {
```

```
    var image = document.getElementById('output');
```

```
    image.src = URL.createObjectURL(event.target.files[0]);
```

```
};
```

```
</script>
```

```
</body>
```

```
</html>
```

15). Write an example of JavaScript Onblur event?

➤ **Example of Onblur Event:**

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<title>transition Example</title>
```

```
</head>
```

```
<body>
```

```
<form>
```

```

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

<input type="text" id="name" Onblur="validname()">

<Script>

Function validname(){

    let nameip= document.getElementById('name');

    let name= nameip.value;


    If(name == ""){

        alert("Please enter your name" )

        nameip.focus();

    }

}

</script>

```

17). Write an example of transition and transform attributes of css3 in web page?

➤ **Example of transition :**

```

<!DOCTYPE html>

<html>

<head>

<title>transition Example</title>

<style>

    . change {

        Padding:3% 5%;

        Background-color:darkred;

        Transition: 1s ease all

    }

    . change:hover{

        Background-color:yello;

    }

</style>

</head>

```

```

<body>
    <div class="change">
        Lorem ipsum write code when you meet your brother and play games watch
        movie etc.....
    </div>
</body>
</html>

```

➤ **Example of Transform:**

```

<!DOCTYPE html>

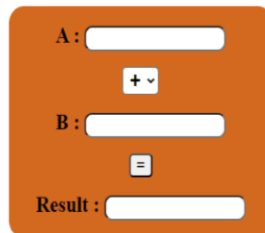
<html>
<head>
    <title>transform Example</title>
    <style>
        .move{
            Transform:translet(100 300);
            Transform:rotate(100deg);
            Transform:skew(100, 300);
            Transform:scale(2);
        }
    </style>
</head>
<body>
    <div class="move">
        Lorem ipsum write code when you meet your brother and
        play games watch movie etc.....
    </div>
</body>
</html>

```

18). Make an small calculator to add ,substracts and divide of two numbers in JavaScript.

- Here is the demo code and output of calculator to add, substracts and divide of two numbers using JavaScript

## Calculator



A:

+ ▾

B:

=

Result :

```
<!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>calculator</title>
  <style>
    *{
      margin: 0;
      padding: 0;
      box-sizing: border-box;
    }
    h1{
      text-align: center;
      margin-top: 50px;
      font-size: 50px;
    }
    #box{
      background-color: chocolate;
      border-radius: 20px;
      padding: 20px;
      width: 25%;
      text-align: center;
      margin: 80px 500px ;
      transition: 1s ease;
    }
  </style>
</head>
<body>
  <div>
    <h1>Calculator</h1>
    <div>
      <div>
        <input type="text" value="A:">
      </div>
      <div>
        <div>+</div>
        <div>▾</div>
      </div>
      <div>
        <input type="text" value="B:">
      </div>
      <div>
        <div>=</div>
      </div>
      <div>
        <div>Result :</div>
        <input type="text">
      </div>
    </div>
  </div>
</body>
</html>
```





```
<script>
  function clc(){
    var a=parseInt(document.getElementById("v1").value);
    var b=parseInt(document.getElementById("v2").value);
    var oprt=document.getElementById("opt").value;

    if (oprt === "+"){
      document.getElementById('result').value = a + b;
    }
    else if (oprt === "-"){
      document.getElementById('result').value = a - b;
    }
    else if (oprt === "*"){
      document.getElementById('result').value = a * b;
    }
    else if (oprt === "/"){
      document.getElementById('result').value = a / b;
    }
    else{
      document.getElementById('result').value = a % b;
    }
  }
</script>
</body>
</html>
```