

Assignment: Build a Multiplication Table with Conditionals

Objective:

Create a webpage that generates a multiplication table based on user input. The user will input a number, and the table will be generated using a for loop. If the result of any cell is even, it will be highlighted with a different background color.

Instructions:

1. HTML Part:

- Create a form with:
 - A text input field where the user can enter a number.
 - A button to trigger the multiplication table generation.
- Use pre-defined p elements to display the results.

2. JavaScript Part:

- Create a function generateTable() that runs when the button is clicked.
- Use a for loop to calculate and display the results inside the existing p elements.
- Use an if-else statement to check if the result is even or odd and adjust the text (or style) accordingly.

Reference:

1. textContent: You can use textContent to change the text inside an HTML element. For example:

```
const element = document.getElementById('row1');  
element.textContent = 'Hello World!';
```

This will find the element with the ID row1 and change its text to "Hello World!".

2. Getting input value: To get the value from an input field, you can use:

```
const value = document.getElementById('number').value;
```

This will get the value entered by the user into the input field with the ID number.

Checking if a number is even: You can use the modulo operator % to check if a number is even:

```
if (number % 2 === 0) {  
  // This number is even }
```

Multiplication Table Generator

Enter a number:

Multiplication Table Generator

Enter a number:

3 x 1 = 3
3 x 2 = 6 (Even)
3 x 3 = 9
3 x 4 = 12 (Even)
3 x 5 = 15
3 x 6 = 18 (Even)
3 x 7 = 21
3 x 8 = 24 (Even)
3 x 9 = 27
3 x 10 = 30 (Even)