LAB ASSIGNMENT – 5
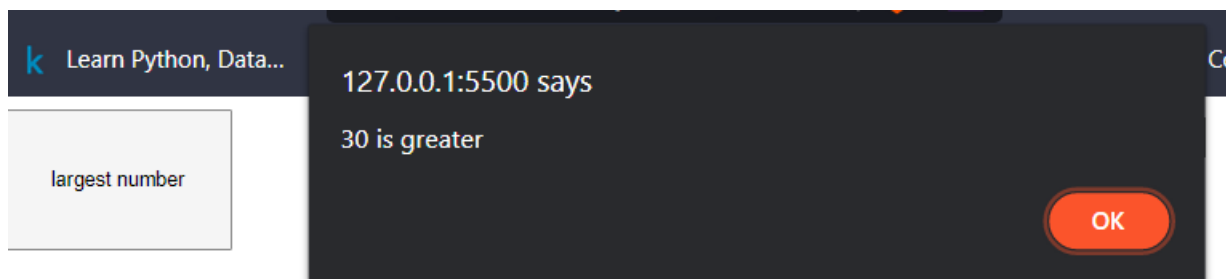
1, Write a JavaScript program to find the largest of three numbers and display the result in the screen.

```html
<!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>
    <script src="largestnum.js"></script>
  </head>
  <body>
    <input
      type="button"
      value="largest number"
      onclick="largest_num(10,20,30)"
      style="width: 15vw; height: 10vh"
    />
  </body>
</html>
```

```javascript
function largest_num(p1,p2,p3) {
    if ((p1>p2) && (p1>p3))
    {
        alert(p1 +" is greater");
    } else if ((p2>p1) && (p2>p3))
    {
        alert(p2 +" is greater");
    }else{
        alert(p3 +" is greater")
    }
}
```
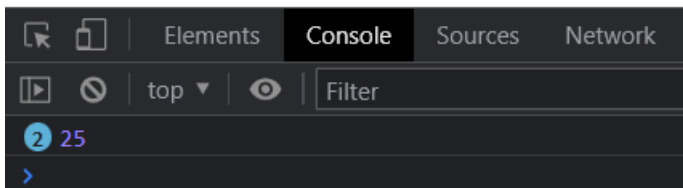
k Learn Python, Data...

Co

127.0.0.1:5500 says

30 is greater

largest number

OK

2, Write a JavaScript program to find the square a number and display the result in the console.

```html
<!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>
    <script src="sqrnum.js"></script>
  </head>
  <body>
    <h1>square of number</h1>
    <input type="button" value="square of number" onclick="square(5)" />
  </body>
</html>
```

```javascript
function square(p1){

    console.log(p1*p1);
}
```

square of number

square of number

Elements	Console	Sources	Network

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2 25
>

3 (i) write a JS program to create a paragraph and create seven button [VIBGYOR] click on the first button violet above paragraph will show on violet colour. Do the same process on all buttons, and also set a reset button it reset to default colour

(ii) Add two buttons on the above paragraph it will increase and decrease the size of content.

```html
<!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>
    <script src="changestyleofpara.js"></script>
  </head>
  <body>
    <div>
      <p>
        Lorem ipsum dolor sit amet, consectetur adipisicing elit. Debitis magni
        beatae accusantium magnam vero consequuntur ipsum doloribus nam rem.
        Esse dolor odio molestias incidunt, provident fugit voluptates quasi.
        Eaque, magni.
      </p>
      <input type="button" value="Violet" onclick="colours('Violet')" />
      <input type="button" value="Indigo" onclick="colours('Indigo')" />
      <input type="button" value="Blue" onclick="colours('Blue')" />
      <input type="button" value="Green" onclick="colours('Green')" />
      <input type="button" value="Orange" onclick="colours('Orange')" />
      <input type="button" value="Red" onclick="colours('Red')" />

      <input type="button" value="increase font" onclick="applyfont('21px')" />
      <input type="button" value="decrease font" onclick="applyfont('21px')" />
      <input type="button" value="Reset" onclick="applyfont('')" />
    </div>
  </body>
</html>
```

```js
function colours(p1){
    let ptag=document.querySelector("p");
    ptag.style.color=p1;
}

function applyfont(p1){
    let ptag=document.querySelector("p");
    ptag.style.fontSize=p1;
}
```

Lorem ipsum dolor sit amet, consectetur adipisicing elit. Debitis magni beatae accusantium magnam vero consequuntur ipsum doloribus nam rem. Esse dolor odio molestias incidunt, provident fugit voluptates quasi. Eaque, magni.

Violet | Indigo | Blue | Green | Orange | Red | increase font | decrease font | Reset

4 (i) write a JS Program to select an image – and also create different buttons like Front View

back View, Side view ,top view etc.... Click on that button it will show the corresponding

views

(ii) Add a like or Dislike Button on the above Program, click on that button it will increase

the count.

```html
<!-- 4 (i) write a JS Program to select an image - and also create different buttons like
Front View
back View, Side view ,top view etc.... Click on that button it will show the corresponding
views
(ii) Add a like or Dislike Button on the above Program, click on that button it will increase
the count. -->

<!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>
    <script src="4.js"></script>
  </head>
  <body>
    <div
      style="
        display: flex;
        flex-wrap: wrap;
        background-color: aqua;
        height: 200px;
      "
    >
      <img id="id1" src="" alt="" style="object-fit: cover; height: 200px" />
    </div>

    <input type="button" value="Front back View" onclick="changeImage(1)" />
    <input type="button" value="side View" onclick="changeImage(2)" />
    <input type="button" value="top View" onclick="changeImage(3)" />
    <input type="button" value="camera View" onclick="changeImage(4)" />

    <h1>
      <span style="cursor: pointer" onclick="like()">&#128077;</span>
      <span id="like">101</span>
    </h1>
    <h1>
      <span style="cursor: pointer" onclick="dislike()">&#128078;</span>
      <span id="dislike">10</span>
    </h1>
  </body>
</html>
```

```
function changeImage(p1) {
    let imgTag = document.querySelector("#id1");

    if (p1 == 1) {
      imgTag.setAttribute("src", "1.jpeg");
    } else if (p1 == 2) {
      imgTag.setAttribute("src", "2.jpg");
    } else if (p1 == 3) {
      imgTag.setAttribute("src", "3.jpg");
    }else if (p1 == 4) {
        imgTag.setAttribute("src", "4.jpg");
    }
}

    function like() {
        let h1CounterTag = document.querySelector("#like");
        let existingValue = h1CounterTag.innerHTML;
        let newValue = parseInt(existingValue) + 1;
        h1CounterTag.innerHTML = newValue;
    }

    function dislike() {
      let h1CounterTag = document.querySelector("#dislike");
      let existingValue = h1CounterTag.innerHTML;
      let newValue = parseInt(existingValue) + 1;
      h1CounterTag.innerHTML = newValue;
    }
```