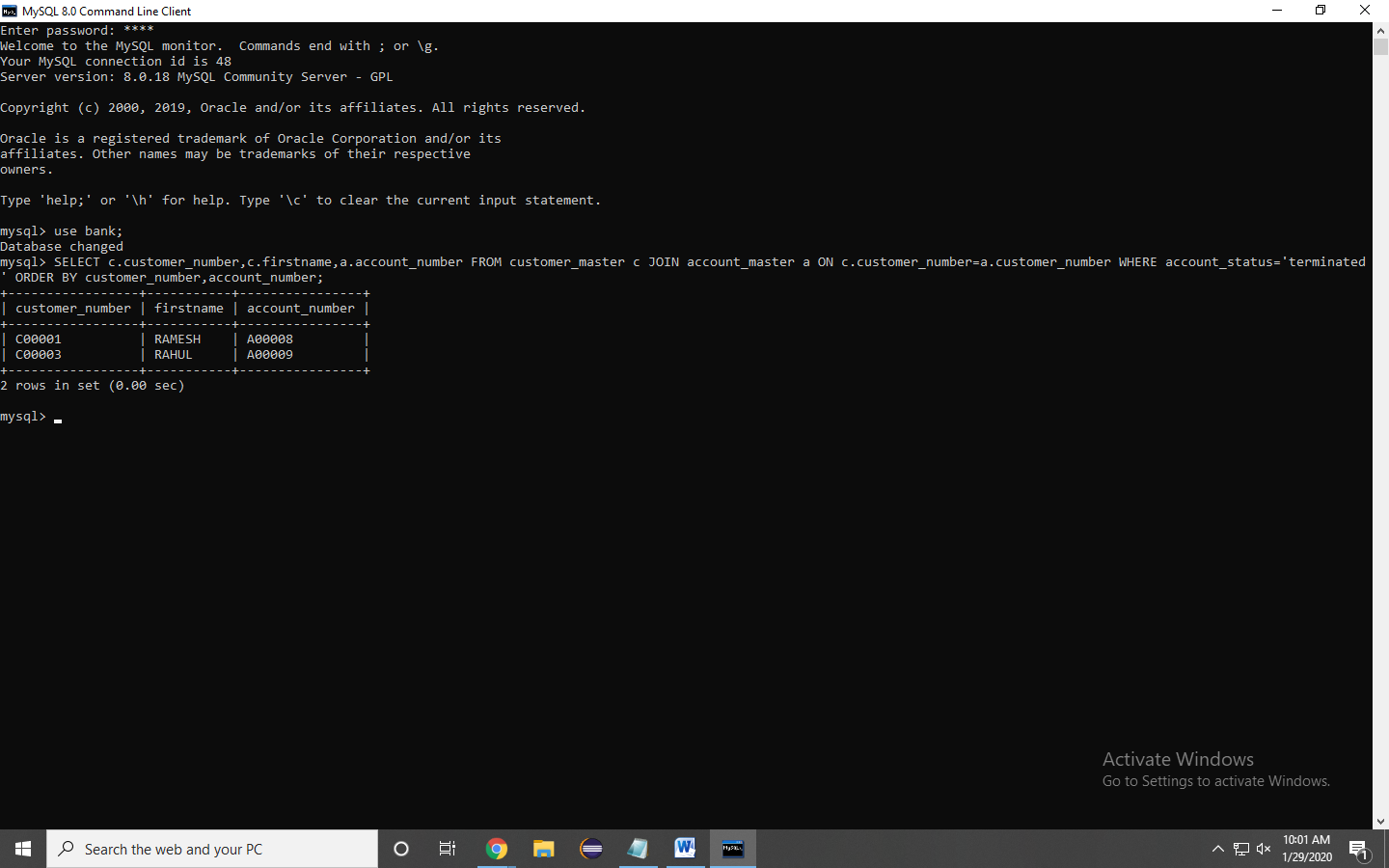
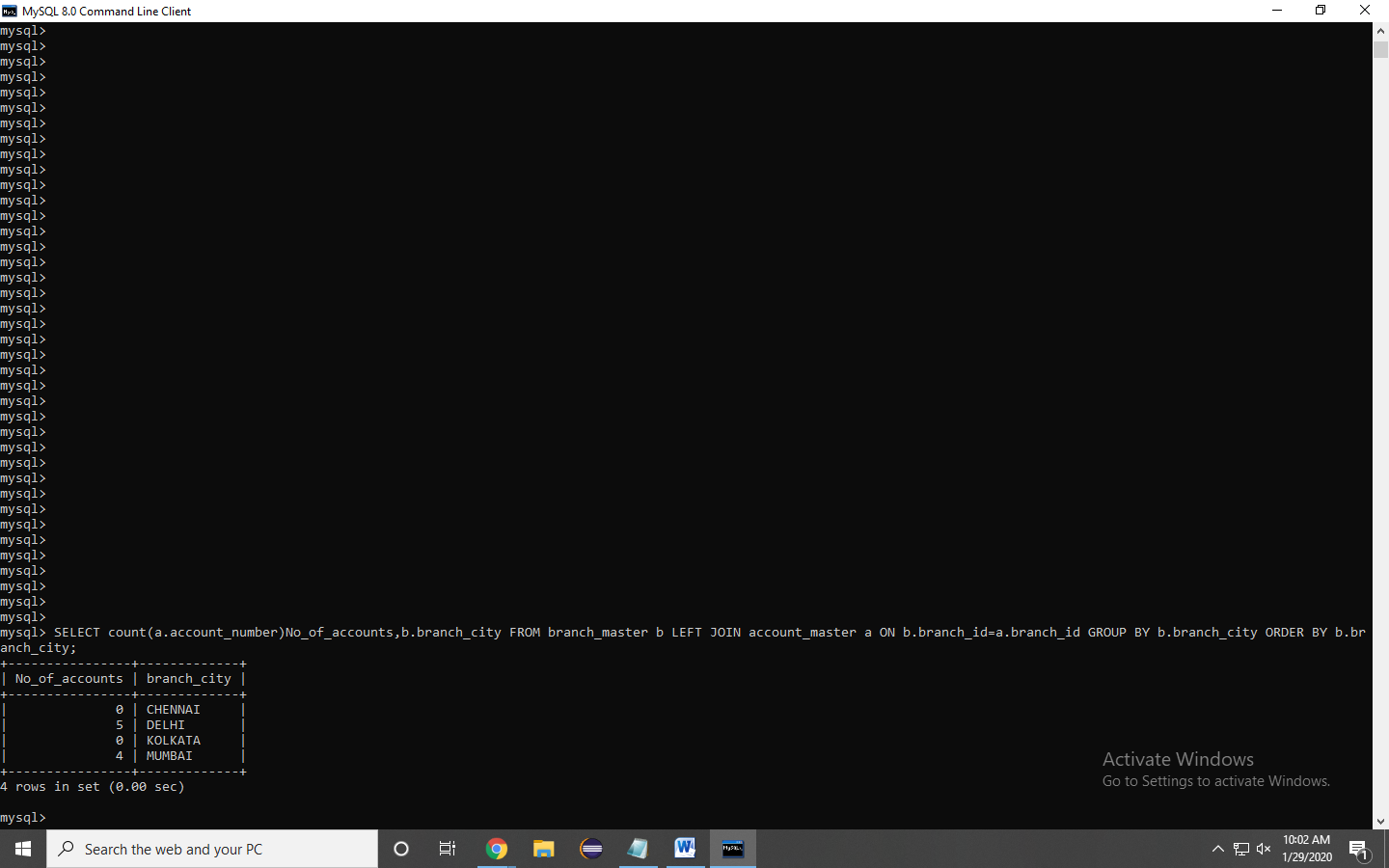
**4.Queries Based on Loan Schema**

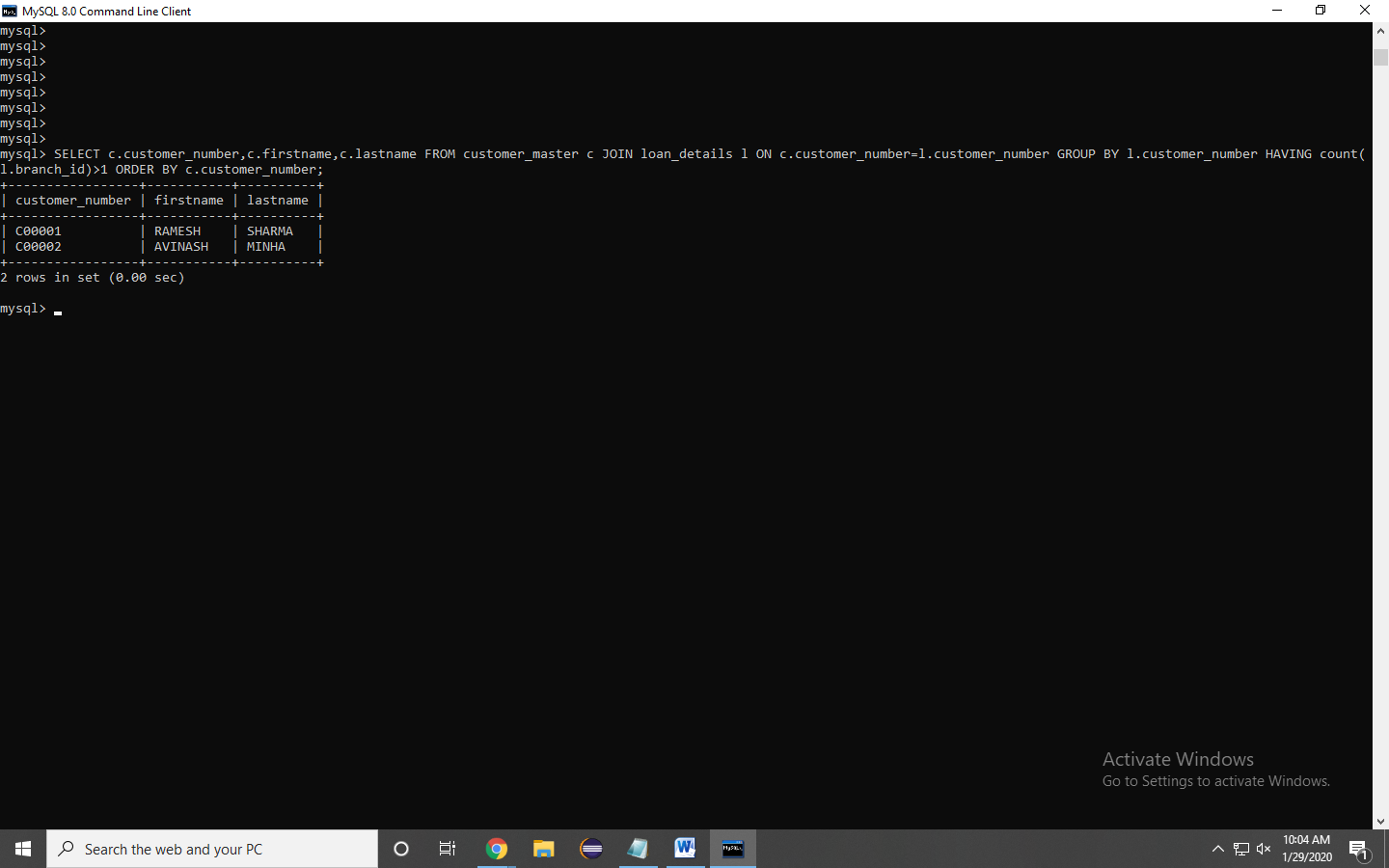
a. Write a query to display customer number, customer’s firstname , account number where the account status is terminated. Display the records sorted in ascending order based on customer number and then by account number.



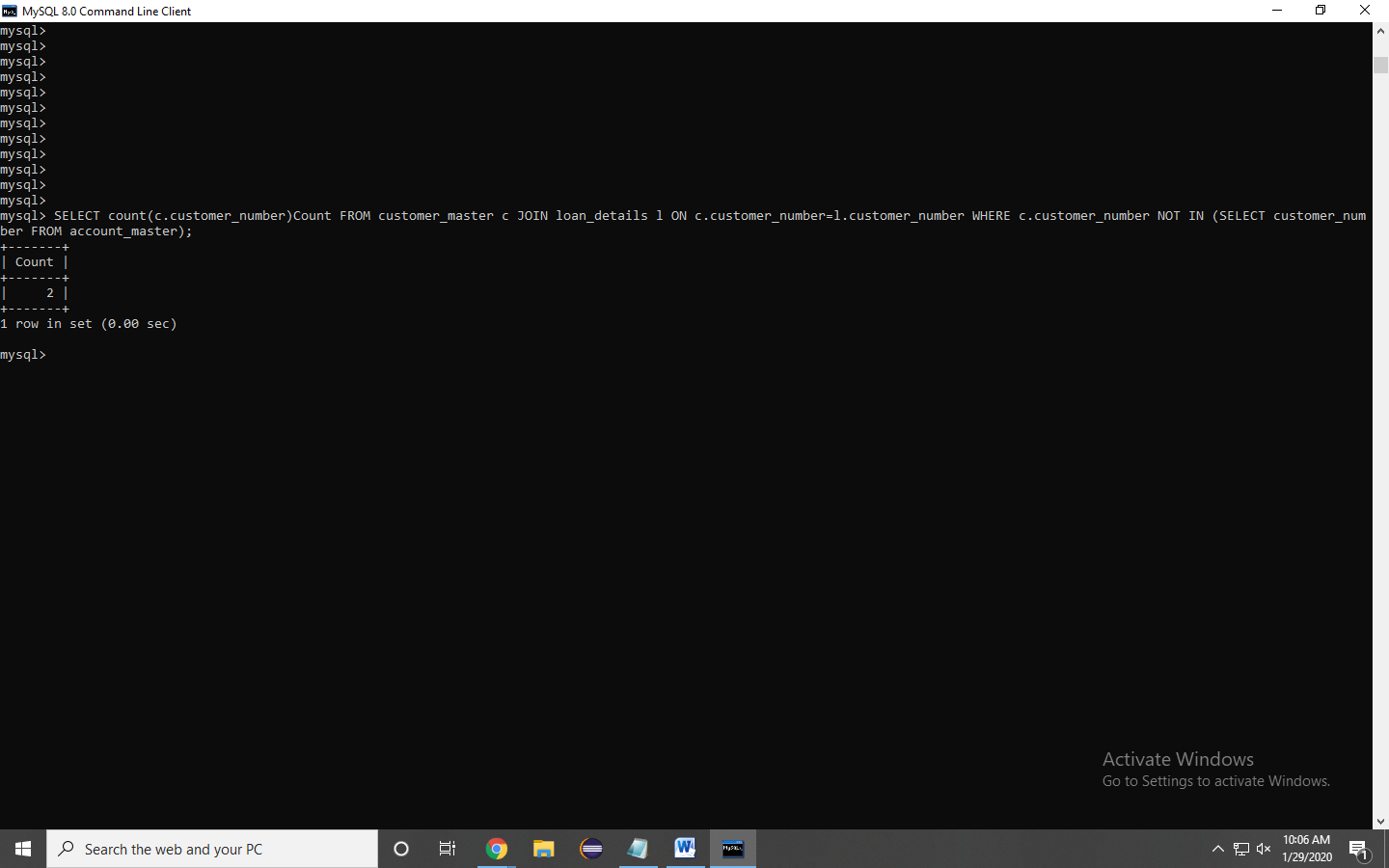
b. Write a query to display the number of accounts opened in each city. The query should display the Branch city and the number of No\_of\_Accounts for the branch city where we don’t have any accounts opened display 0. Display the records in the sorted order based on branch city.



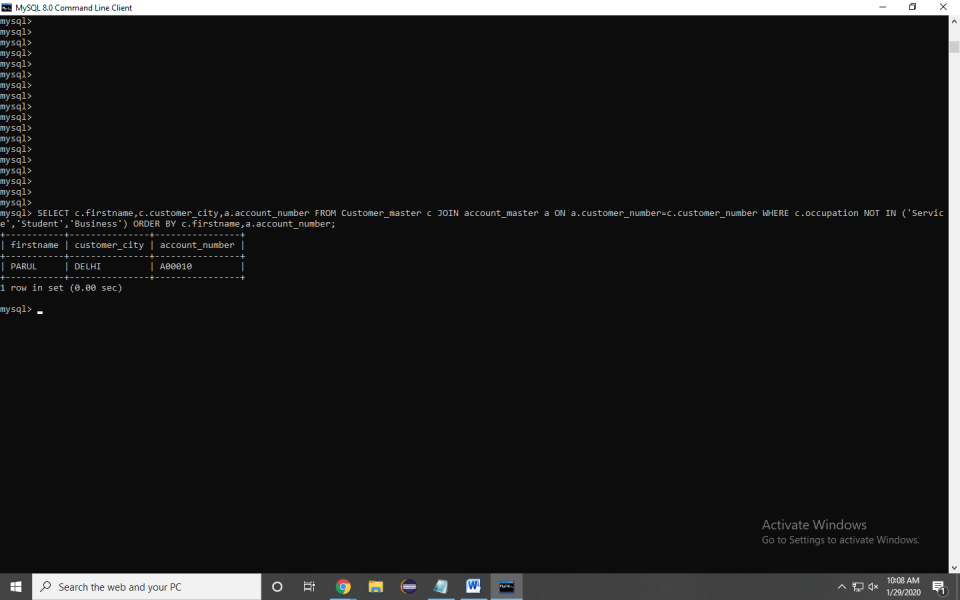
c. Write a query to display the customer number, customer firstname, customer lastname who has taken loan from more than 1 branch. Display the records sorted in order based on customer number.



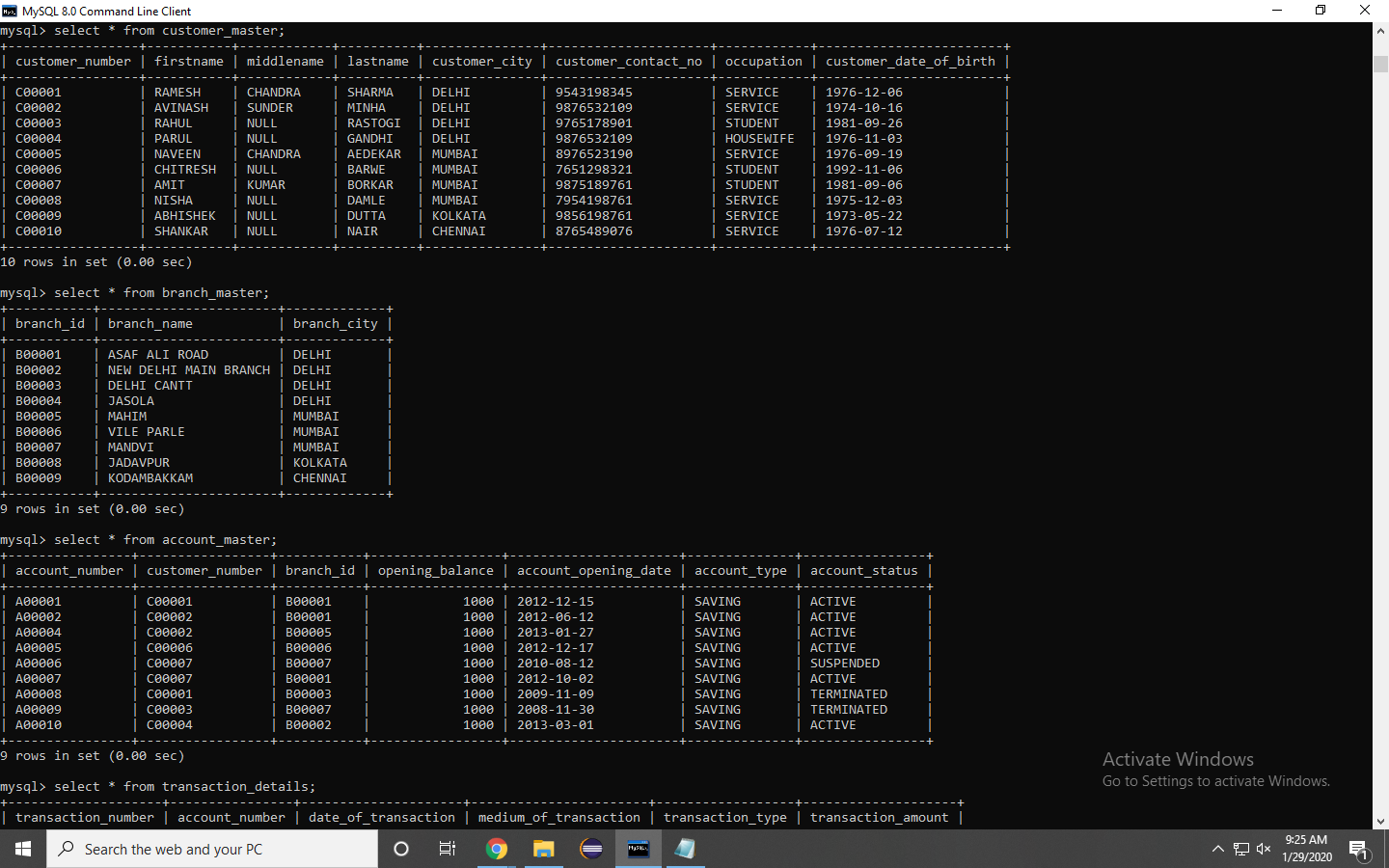
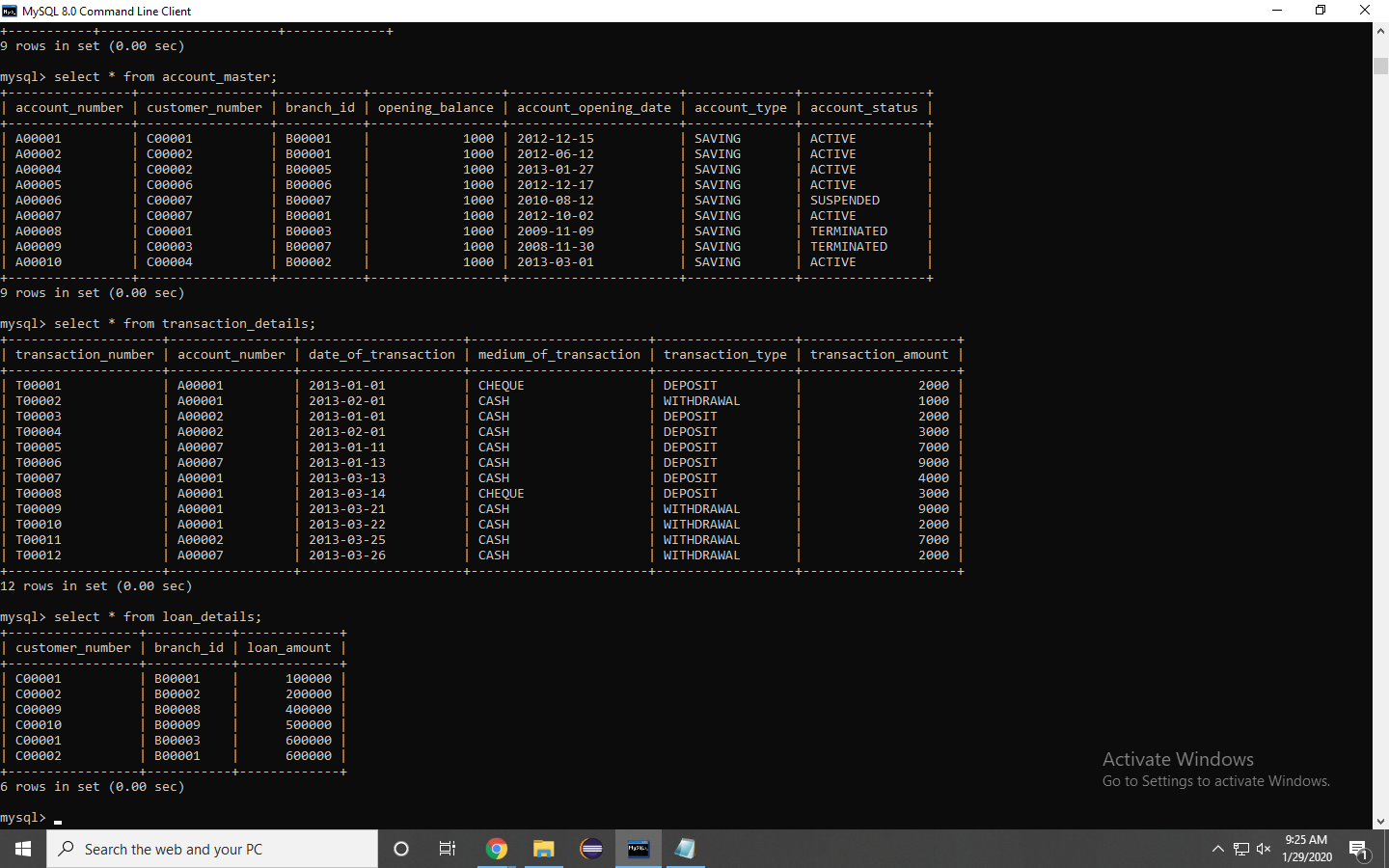
d. Write a query to display the number of clients who have asked for loan but they don’t have any account in the bank though they are registered customers. Give the count an alias name of Count.



e. Write a equerry to display customers firstname, city and account number whose occupation are not business , Services or Student. Display the records sorted in ascending order based on customer firstname and by account number.



**DATABASE SCHEMA**

****

1. Write a guessing game where the user has to guess a secret number. After every guess the program tells the user whether their number was too large or too small. At the end the number of tries needed should be printed. It counts only as one try if they input the same number multiple times consecutively.

<!DOCTYPE html>

<html>

<head>

<title>Number Guessing Game</title>

<style>

html {

font-family: sans-serif;

}

body {

width: 50%;

max-width: 800px;

min-width: 480px;

margin: 0 auto;

}

</style>

</head>

<body>

<h1>Guessing Game</h1>

<p>Select any random number between 1 - 10.</p>

Enter a guess:

<input type = "text" id = "guessField" class = "guessField">

<input type = "submit" value = "Submit guess"

class = "guessSubmit" id = "submitguess">

</div>

<script type = "text/javascript">

var y = Math.floor(Math.random() \* 10 + 1);

var guess = 0;

document.getElementById("submitguess").onclick = function(){

var x = document.getElementById("guessField").value;

if(x == y)

{ guess++;

alert("CONGRATS!!! YOU GUESSED IT RIGHT IN "

+ guess + " Attempt(s) ");

}

else if(x > y)

{

guess++;

alert("TRY A SMALLER NUMBER, No of attempts : "+guess);

}

else

{

guess++;

alert("TRY A LARGER NUMBER, No of attempts : "+guess)

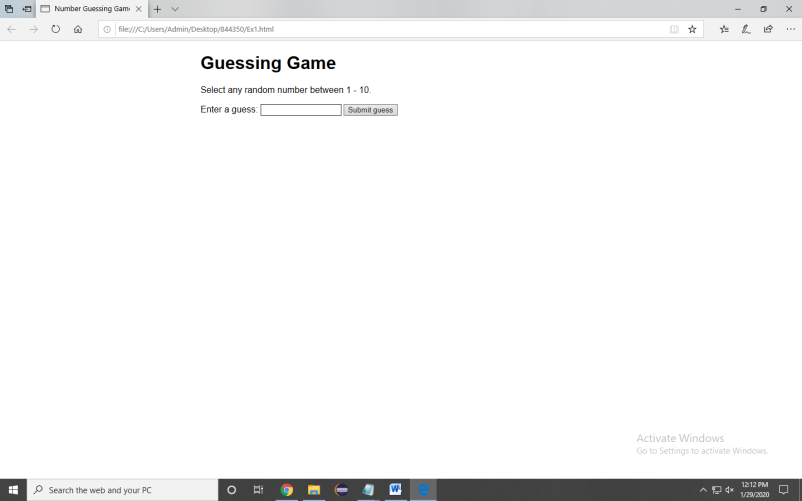
}

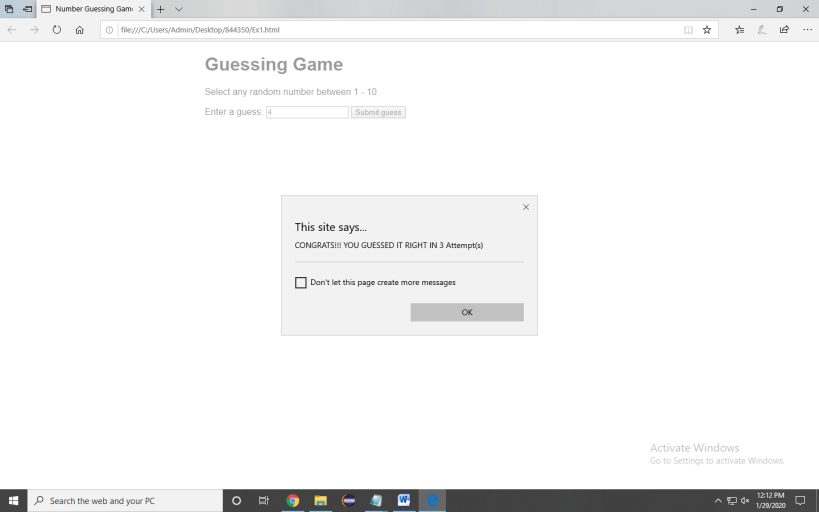
}

</script>

</body>

</html>





2. Write a Java Script to find the n prime number

<!DOCTYPE html>

<html>

<head>

<style>

#demo{text-align:center;}

</style>

<script>

function nextPrime(value) {

if (value > 2) {

var i, q;

do {

i = 3;

value += 2;

q = Math.floor(Math.sqrt(value));

while (i <= q && value % i) {

i += 2;

}

} while (i <= q);

return value;

}

return value === 2 ? 3 : 2;

}

function generatePrime() {

var userValue = document.getElementById("inputValue").value;

var value = 0, result = [];

for (var i = 0; i < userValue; i++) {

value = nextPrime(value);

result.push(value);

}

document.getElementById("returnValue").innerHTML = result[userValue-1];

}

</script>

</head>

<body>

<div id="demo">

Enter n value: <input type="text" name="inputValue" id="inputValue"/>

<br><br>

<button onclick="generatePrime()">Get Prime number</button>

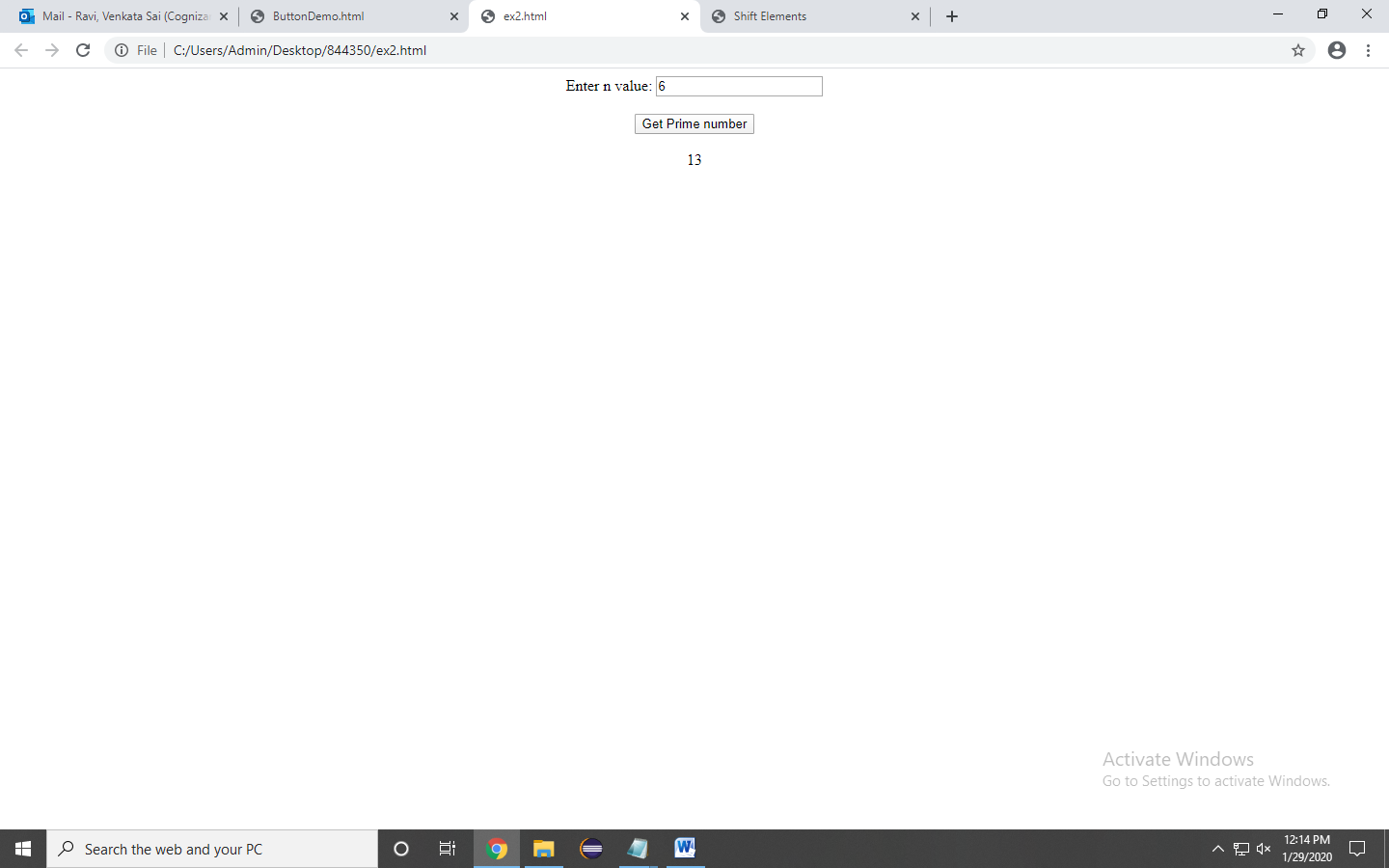
<br> <br>

<div id="returnValue"> </div>

</div>

</body>

</html>



**Module 1: Software Engineering, HTML and CSS**

3. Using CSS properties create a calendar with following Calender Template:

<!DOCTYPE html>

<html>

<head>

<style>

\* {box-sizing: border-box;}

ul {list-style-type: none;}

body {font-family: Verdana, sans-serif;}

.month {

padding: 70px 25px;

width: 100%;

background: orange;

text-align: center;

}

.month ul {

margin: 1

padding: 0;

}

.month ul li {

color: white;

font-size: 30px;

text-transform: uppercase;

letter-spacing: 3px;

}

.month .prev {

float: left;

padding-top: 10px;

}

.month .next {

float: right;

padding-top: 10px;

}

.weekdays {

margin: 0;

padding: 10px 0;

background-color: white;

}

.weekdays li {

display: inline-block;

width: 13.6%;

color: #666;

text-align: center;

}

.days {

padding: 10px 0;

background: #eee;

margin: 0;

}

.days li {

list-style-type: none;

display: inline-block;

width: 13.6%;

text-align: center;

margin-bottom: 5px;

font-size:12px;

color: blue;

}

.days li .active {

padding: 5px;

background: #1abc9c;

color: white !important

}

</style>

</head>

<body>

<div class="month">

<ul>

<li>

September<br>

<span style="font-size:18px">2019</span>

</li>

</ul>

</div>

<ul class="weekdays">

<li>Mo</li>

<li>Tu</li>

<li>We</li>

<li>Th</li>

<li>Fr</li>

<li>Sa</li>

<li>Su</li>

</ul>

<ul class="days">

<li>1</li>

<li>2</li>

<li>3</li>

<li>4</li>

<li>5</li>

<li>6</li>

<li>7</li>

<li>8</li>

<li>9</li>

<li>10</li>

<li><span class="active">11</li>

<li>12</li>

<li>13</li>

<li>14</li>

<li>15</li>

<li>16</li>

<li>17</li>

<li>18</li>

<li>19</li>

<li>20</li>

<li>21</li>

<li>22</li>

<li>23</li>

<li>24</li>

<li>25</li>

<li>26</li>

<li>27</li>

<li>28</li>

<li>29</li>

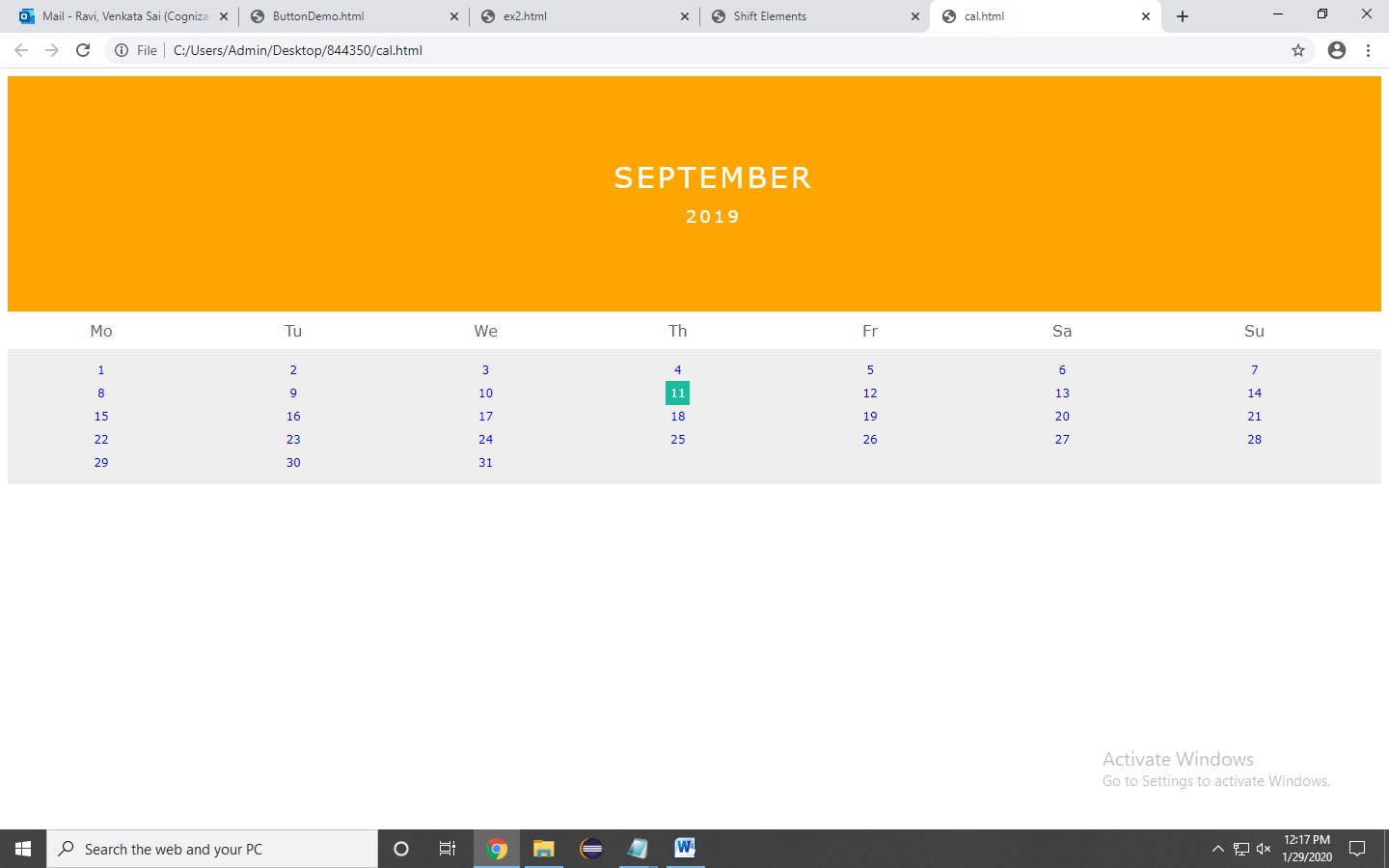
<li>30</li>

<li>31</li>

</ul>

</body>

</html>



1. Modify the program so that the initial text shown on the screen is "Monday", and it will change in the following way when the button is

pressed repeatedly: Monday ... Tuesday ... Wednesday ... Thursday ... Friday ... Saturday ... Sunday ... Monday ... Tuesday ... etc. You should also change the button text so that there is written "Change day" on the button.

<html>

<head>

</head>

<body>

<p><button onclick="change\_text()">Change Day</button></p>

<div id="myDIV">Monday</div>

<script>

function change\_text() {

var x = document.getElementById("myDIV");

if (x.innerHTML === "Monday") {

x.innerHTML = "Tuesday";

} else if(x.innerHTML === "Tuesday"){

x.innerHTML = "Wednesday";

}

else if(x.innerHTML === "Wednesday"){

x.innerHTML = "Thursday";

}

else if(x.innerHTML === "Thursday"){

x.innerHTML = "Friday";

}

else if(x.innerHTML === "Friday"){

x.innerHTML = "Saturday";

}

else if(x.innerHTML === "Saturday"){

x.innerHTML = "Sunday";

}

else{

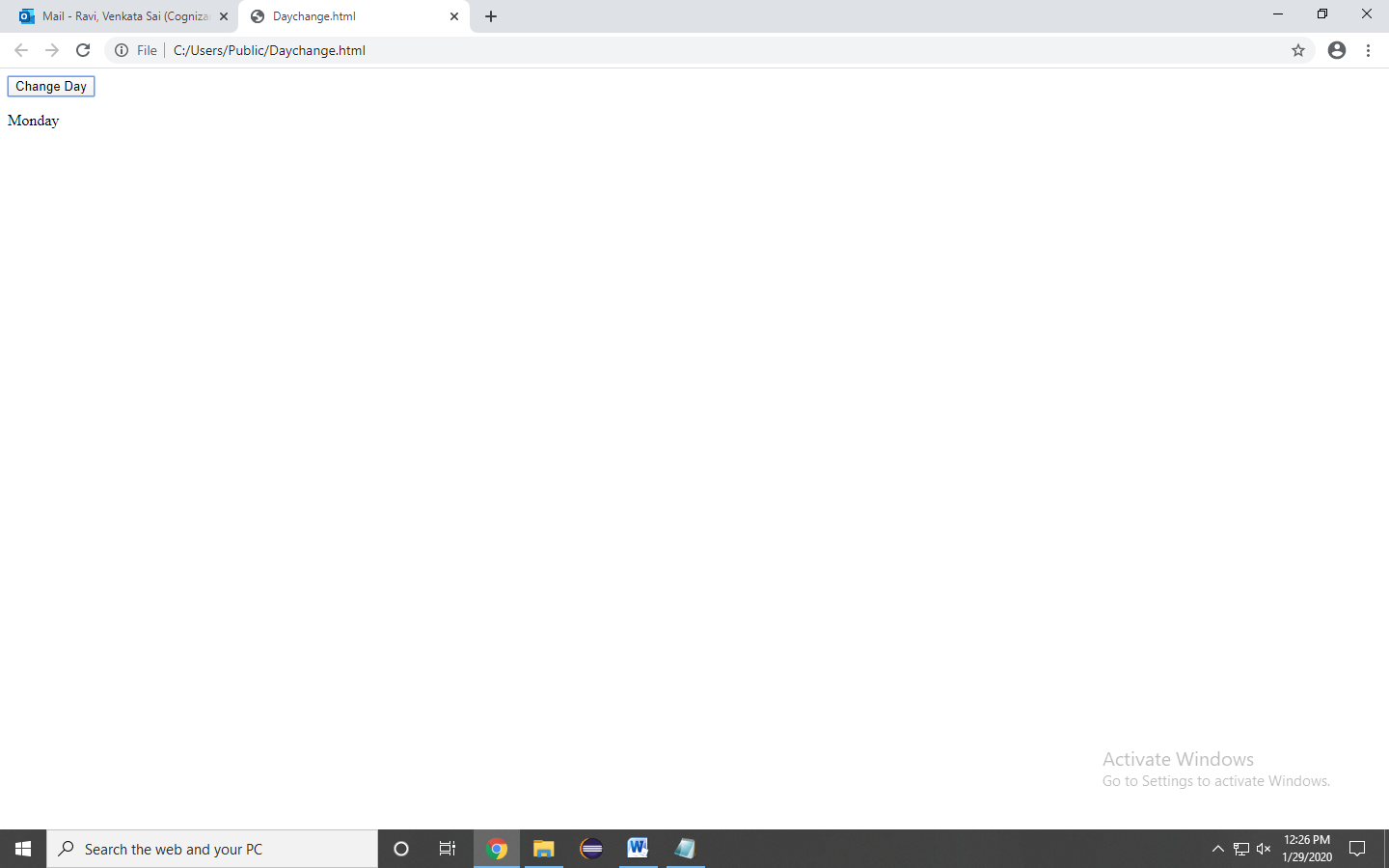
x.innerHTML = "Monday";

}

}

</script>

</body>



(a) Create a html web page that contains a button with which it is possible to change the text that is shown on the screen. The file ButtonDemo.html has a JavaScript function named change\_text() which is called after the button is pressed. When the button is pressed repeatedly the text changes Hello! ... Well done! ... Hello! ... Well done! ... Hello! ..

<html>

<head>

<style>

#hello{text-align:center;}

</style>

<script>

function change\_text() {

document.getElemntById("demo").innerHTML="Hello! ... Well done! ...";

}

button.addEventListener("click", buttonClicked);

</script>

</head>

<body>

<div id="hello">

<button onClick=change\_text();> Click Here </button>

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

</div>

</body>

</html>

