

### **SET IV**

### **Practical List**

Topics	Practical No.	Description	Release Date	Submission Date	Remarks and Sign of Subject Teacher
JavaScript Programs	1	Hello, World!	Oct 5,2023	October 19,2023	
	2	Addition Operation			
	3	To-do List			
	4	Random Number Generator			
	5	Change background color			
	6	Number Guessing Game			
	7	Simple calculator containing add, subtract, multiply, division and modulo			

Name: Harshit Chaudhari



#### **Practical 1**

Aim: Create an HTML page that displays "Hello, World!" when a button is clicked

#### **HTML Code:**

```
<html>
            <head>
                          <title></title>
                          < link \ rel="style sheet" \ href="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET \ and \ an extension of the property of 
4\CSS\HelloWorld.css">
                          <script src="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET 4\Java</pre>
Script\HelloWorld.js"></script>
             </head>
             <body>
                          <div class="main">
                                      <h1>Kindly Click the button!!!</h1>
                                      <div class="inner">
                                                   <button onclick="say()" class="btn">Click me!!</button>
                                                   </div>
                          </div>
             </body>
  </html>
```

### **CSS Code:**

```
.main{
    background-color: rgb(186, 186, 186);
    color: white;
    align-items: center;
    text-align: center;
    width: 50%;
    height: 40%;
}
.inner{
    width: 80%;
    height: 60%;
    background-color: black;
    align-items: center;
    justify-content: center;
    margin-left: 8%;
}
.btn{
```

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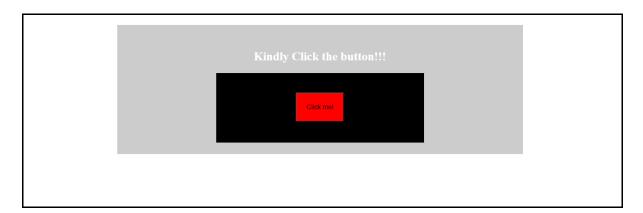


```
margin-top: 5%;
border: none;
height: 40%;
width: 20%;
background-color: red;
color: white;
}
h1{
padding-top: 5%;
}
```

#### JS Code:

```
function say(){
    alert('Hello World');
    var h = document.getElementById("hell");
    h.innerHTML = "Hello World";
}
```

### **Output:**





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#### **Practical 2**

**Aim**: Build a UI to add two numbers entered by the user and display the result **HTML Code**:

```
<html>
  <head>
    <title></title>
    <link rel="stylesheet" href="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET</pre>
4\CSS\Add.css">
    <script src="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET 4\Java</pre>
Script\Add.js"></script>
  </head>
  <body>
    <div class="main">
       <h2>Simple Arithmetic Operation</h2>
      <div class="inner">
         <form>
           <input type="text" id="num1" class="num">
           <br>><br>>
           <input type="text" id="num2" class="num">
           <br>><br>>
           <input class="btn" value="Addition (+)" onclick="say()" type="button">
           <br>><br>>
           <br>>
         </form>
       </div>
    </div>
  </body>
</html>
```

### **CSS Code:**

```
.main{
   background-color: rgb(235, 235, 235);
   width: 50%;
   position: absolute;
   margin-top: 15%;
   margin-left: 25%;
   text-align: center;
   align-items: center;
   border-radius: 5%;
   font-family: sans-serif;
}
```

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```
.inner{
  background-color: white;
  padding-top: 3%;
  border-radius: 5%;
  width: 65%;
  margin-left: 15%;
  margin-bottom: 5%;
.num\{\\
  width: 70%;
  padding: 0.5%;
.btn{
  color: white;
  background-color: rgb(41, 247, 0);
  width: 20%;
  align-items: center;
  text-align: center;
  border-radius: 5px;
  border: none;
  padding: 1% 0%;
  text-transform: uppercase;
p{
  font-weight: bold;
```

#### JS Code:

```
function say(){
  var num1 = parseInt(document.getElementById("num1").value);
  var num2 = parseInt(document.getElementById("num2").value);
  var res = num1+num2;
  var h = document.getElementById("ans");
  h.innerHTML = "Result : "+res;
}
```

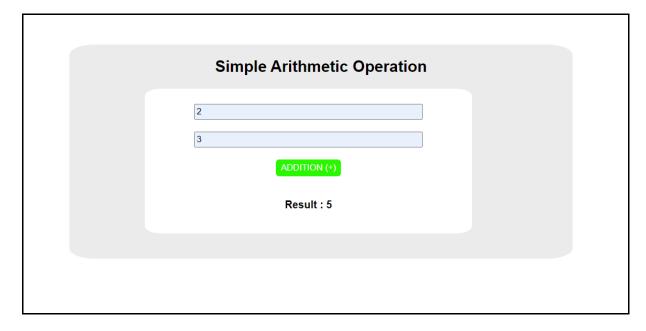
#### **Output:**

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### **Output:**



#### **Practical 3**

**Aim**: Create a to-do list where users can add tasks and mark them as complete **HTML Code**:

```
<!DOCTYPE html>
<html>
<head>
    <title>To-Do List</title>
    link rel="stylesheet" href="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET 4\CSS\ToDoList.css">
    </head>
    <body>
```

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```
<div class="container">
    <h1>To Do List</h1>
    <div = "main">
             <div class="addTask">
                    <input id="text" type="text" placeholder="Add a Task">
                    <button id="add">Add</button>
             </div>
    <h3>INCOMPLETE TASKS</h3>

    class="notCompleted">

             <h3>COMPLETED TASKS</h3>
             </div>
      <script src="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET 4\Java</pre>
Script\ToDoList.js"></script>
</body>
</html>
```

#### **CSS Code:**

```
body{
  text-align: center;
  position: absolute;
  top: 50%;
  left: 50%;
  transform: translate(-50%,-50%);
  font-family: sans-serif;
.container{
  padding: 5%;
  width: 120%;
  border-radius: 20px;
  background-color: rgba(200, 200, 200, 0.853);
#text{
  font-size: large;
  text-align: center;
  border: 1px solid white;
  padding: 2%;
  border: 1px solid black;
  border-radius: 10px;
button{
  font-size: large;
  background-color:rgb(0, 218, 0);
```

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```
color: white;
border-radius: 5%;
border: 1px solid white;
margin-left: 2%;

}
.Completed{
color: rgb(0, 205, 0);
font-size: large;
}
.notCompleted{
color: red;
font-size: large;
}
```

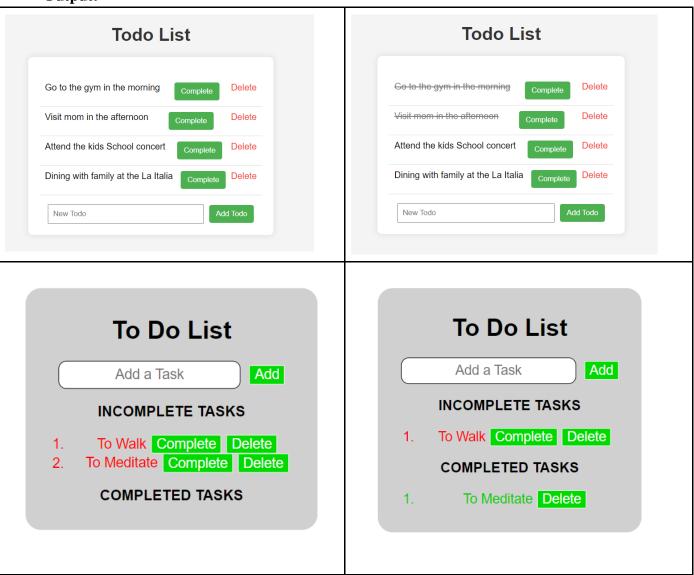
#### JS Code:

```
const input = document.querySelector('input');
               const btn = document.querySelector('.addTask > button');
               btn.addEventListener('click', addList);
               input.addEventListener('keyup', (e)=>{
                       (e.keyCode === 13 ? addList(e) : null);
               })
               function addList(e){
                       const notCompleted = document.querySelector('.notCompleted');
                       const Completed = document.querySelector('.Completed');
                       const newLi = document.createElement('li');
                       const checkBtn = document.createElement('button');
                       const delBtn = document.createElement('button');
                       checkBtn.innerHTML = 'Complete';
                       delBtn.innerHTML = 'Delete';
                       if(input.value !=="){
                               newLi.textContent = input.value;
                               input.value = ";
                               notCompleted.appendChild(newLi);
                               newLi.appendChild(checkBtn);
                               newLi.appendChild(delBtn);
                       checkBtn.addEventListener('click', function(){
                               const parent = this.parentNode;
                               parent.remove();
                               Completed.appendChild(parent);
```

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### **Output:**



#### **Practical 4**

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**Aim**: Create a web page that generates and displays a random number between 1 to 100 when a button is clicked.

#### **HTML Code:**

```
<html>
  <head>
    <title></title>
    <link rel="stylesheet" href="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET</pre>
4\CSS\Random number.css">
    <script src="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET 4\Java Script\Random</pre>
number.js"></script>
  </head>
  <body>
    <div class="main">
      <h1>Random Number Generator</h1>
      <br>><br>>
      <button onclick="say()" class="btn">Generate Random Number</button>
      <br>><br>>
      </div>
  </body>
</html>
```

#### **CSS Code:**

```
.main{
  margin-top: 15%;
  margin-left: 25%;
  text-align: center;
  align-items: center;
  justify-content: center;
  background-color: rgb(235, 235, 235);
  font-family: sans-serif;
  width: 50%;
  height: 30%;
h1{
  padding-top: 2%;
.btn{
  background-color: rgb(0, 184, 49);
  border: none;
  border-radius: 5px;
  padding: 2%;
  color: white;
  cursor: pointer;
```

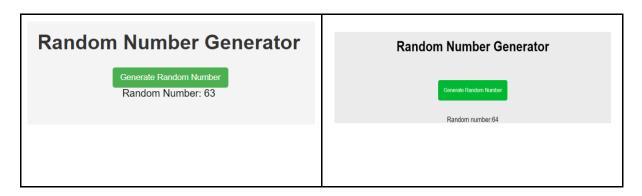
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#### JS Code:

```
function say(){
  var a = parseInt(Math.floor(Math.random()*100)+1);
  var h = document.getElementById("rn");
  h.innerHTML = ("Random number:"+a)
}
```

### **Output:**



#### **Practical 5**

**Aim**: Create a web page with a button that changes the background color randomly when clicked

#### **HTML Code:**

#### **CSS Code:**

```
body{
```

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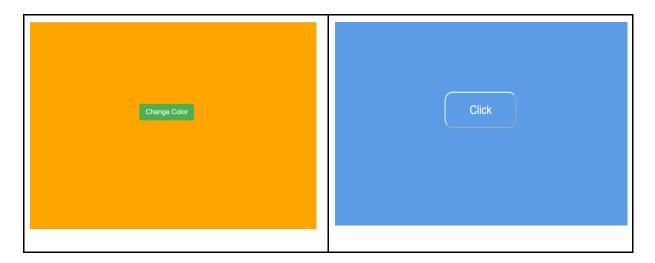


```
align-items: center;
  justify-content: center;
}
.btn\{
  margin-top: 20%;
  margin-left: 45%;
  padding: 1%;
  padding-left: 3%;
  padding-right: 3%;
  border-radius: 15px;
  color: white;
  background-color: transparent;
  border-color: white;
  cursor: pointer;
  font-size: larger;
  font-family: sans-serif;
```

#### JS Code:

```
function change(){
    var r = Math.floor(Math.random() * 255)
    var g = Math.floor(Math.random() * 255)
    var b = Math.floor(Math.random() * 255)
    var bg = "rgb("+r + ","+g +","+b +")"
    document.body.style.background = bg
}
```

#### **Output:**



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#### **Practical 6**

**Aim**: Create a number guessing game where the computer generates a random number, and the player must guess it. Provide feedback on whether the guess is too high or too low.

#### **HTML Code:**

```
<html>
  <head>
    <title>Guess the number</title>
    <link rel="stylesheet" href="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET</pre>
4\CSS\Guessing game.css">
    <script src="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET 4\Java</pre>
Script\Guessing game.js"></script>
  </head>
  <body>
    <div class="main">
      <h2>Number Guessing Game</h2>
      <div class="inner">
         Guess a number between 1 and 100
         <input type="text" id="num" placeholder="Enter Your Guess">
         <button onclick="say()" class="btn">Submit Guess</button>
      </div>
    </div>
  </body>
</html>
```

#### **CSS Code:**

```
.main{
    background-color: rgb(235, 235, 235);
    width: 50%;
    position: absolute;
    margin-top: 15%;
    margin-left: 25%;
    text-align: center;
    align-items: center;
    border-radius: 5%;
    font-family: sans-serif;
    height: 30%;
}
.inner{
    background-color: white;
    padding-top: 3%;
    border-radius: 5%;
```

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```
width: 65%;
  margin-left: 15%;
  margin-bottom: 5%;
  height: 50%;
  width: 60%;
.btn{
  color: white;
  background-color: rgb(34, 204, 0);
  width: 25%;
  align-items: center;
  text-align: center;
  border-radius: 5px;
  border: none;
  padding: 1% 0%;
  text-transform: uppercase;
  margin-left: 2%;
}
p{
  font-weight: 400;
```

#### JS Code:

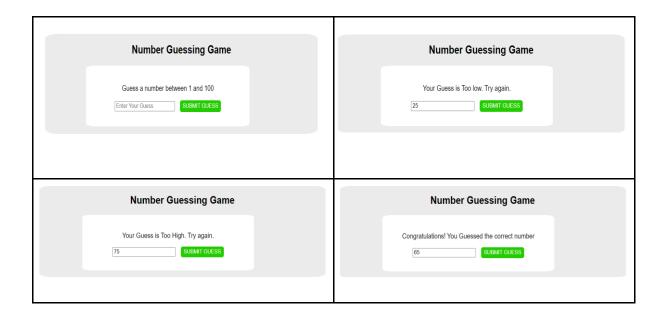
```
function say(){
  var thinkingof;
  var Guess;
  thinkingof = 65
  Guess = parseInt(document.getElementById("num").value)
  var message = document.getElementById("one");
  if (Guess>thinkingof){
    message.textContent = 'Your Guess is Too High. Try again.';
  }
  else if(Guess<thinkingof){
    message.textContent = 'Your Guess is Too low. Try again.';
  }
  else{
    message.textContent = 'Congratulations! You Guessed the correct number'
  }
}</pre>
```

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### **Output:**

Number Guessing Game  Guess a number between 1 and 100  Enter your guess Submit Guess	Number Guessing Game  Too low. Try again.  30 Submit Guess		
Number Guessing Game  Too high. Try again.  50  Submit Guess	Number Guessing Game Congratulations! You guessed the correct number.		



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#### Practical 7

**Aim**: Create a simple calculator to perform the operations of addition, subtraction, multiplication, division and modulo of two numbers.

#### **HTML Code:**

```
<html>
  <head>
    <title>Calculator</title>
    <link rel="stylesheet" href="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET</pre>
4\CSS\calc.css">
    <script src="C:\Users\Harshit\Desktop\SEM 1\WT\PRACTICALS\SET 4\Java</pre>
Script\calc.js"></script>
  </head>
  <body>
    <div class="main">
       <h1>CALCULATOR</h1>
       <form>
         <label for="num">NUMBER 1:</label>
         <input type="text" id="num1">
         <br>><br>>
         <label for="num">NUMBER 2:</label>
         <input type="text" id="num2">
         <br>><br>>
         <br>
         <input type="button" class="button glow" value="ADDITION (+)" onclick="num()">
         <input type="button" class="button glow" value="SUBTRACT (-)" onclick="sub()">
         <br>><br>>
         <input type="button" class="button glow" value="MULTIPLY (*)" onclick="mult()">
         <input type="button" class="button glow" value="DIVISION (/)" onclick="div()">
         <br>><br>>
         <input type="button" class="button glow" value="MODULO (%)" onclick="mod()">
       </form>
    </div>
  </body>
</html>
```

#### **CSS Code:**

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```
body{
  background-image: url(https://img.freepik.com/free-photo/abstract-luxury-gradient-blue-
background-smooth-dark-blue-with-black-vignette-studio-banner_1258-
52765.jpg?size=626&ext=jpg&ga=GA1.1.1413502914.1697155200&semt=ais );
  background-size: 100% 100%;
}
.main{
  align-items: center;
  justify-content: center;
  text-align: center;
  background-image: url(https://removal.ai/wp-content/uploads/2021/05/image14-1.png);
  margin-top: 15%;
  margin-left: 25%;
  height: 50%;
  width: 50%;
  font-family: sans-serif;
  border: 3px;
  border-style: solid;
  border-color: cyan;
  border-radius: 20%;
  color: white;
  background-size: cover;
.button{
  width: 20%;
  height: 10%;
  background-color: rgb(50, 134, 243);
  color: skyblue;
  font-size: 0.8em;
  cursor: pointer;
  border-radius: 10%;
  border-color: rgba(16, 209, 209, 0.679);
h1{
  font-weight: 700;
  letter-spacing: 20px;
.glow:hover{
  color: white;
  box-shadow: 0 25px 30px rgb(108, 217, 241);
```

#### JS Code:

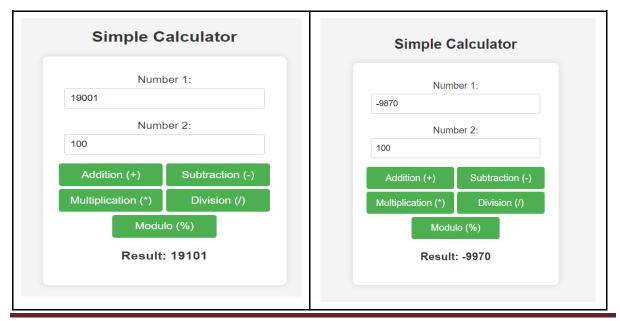
```
function num(){
  var num2 = parseInt(document.getElementById("num1").value);
  var num3 = parseInt(document.getElementById("num2").value);
```

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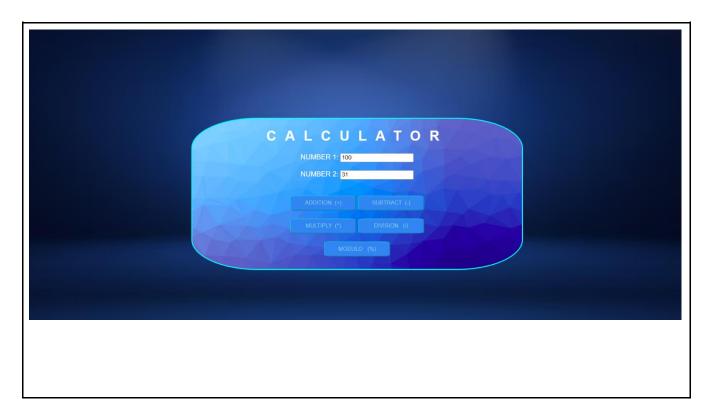
```
var result = num2+num3;
  alert("Result is:"+result);
function sub(){
  var num2 = parseInt(document.getElementById("num1").value);
  var num3 = parseInt(document.getElementById("num2").value);
  var result = num2-num3;
  alert("Result is:"+result);
function mult(){
  var num2 = parseInt(document.getElementById("num1").value);
  var num3 = parseInt(document.getElementById("num2").value);
  var result = num2*num3;
  alert("Result is:"+result);
function div(){
  var num2 = parseInt(document.getElementById("num1").value);
  var num3 = parseInt(document.getElementById("num2").value);
  var result = num2/num3;
  alert("Result is:"+result);
function mod(){
  var num2 = parseInt(document.getElementById("num1").value);
  var num3 = parseInt(document.getElementById("num2").value);
  var result = num2%num3;
  alert("Result is:"+result);
```

#### **Output**



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