Ex. No. 5	JAVASCRIPT – DOM ELEMENTS AND EVENTS
Date of Exercise	30/1/2022

#### Aim

To create a webpage that demonstrates dynamic actions for user interactions using javaScript object model events.

### **Description**

### **Document object Model:**

Represents the HTML document that is displayed \* Has various properties which to objects that allows to and access modification of document content. It is called Dom

Finding HTML elements:

By ld: document.getElementById("<id>");

By Tag Name: document.getElementsByTagName("<tagname>);

By class Name: document.getElementsbyclassName("<class\_name>");

By css selectors: document.querySelectorall("<selector>");

Javascripts interaction with HTML is handled through many events some of them were as follows:

- occus when the user (s) browser manipulate it.
- onload: triggered while document loads
- onclick: triggers on a mouse click Triggers when an element changes.
- onkeyup: Triggers when a key is released
- onkey down: Triggers when a key is pressed.
- onsubmit: Triggers when a form is submitted
- onmouseover: Triggers when a mouse pointer over it.
- onmousedown. Triggers when a mouse button is pressed.

## **Program**

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Simple Calculator</title>
    <link rel="stylesheet" href="simple_calculator.css">
    <script>
        function operations(operator) {
            var operand1 = document.getElementById("num1").value
            var operand2 = document.getElementById("num2").value
            var results = eval(parseInt(operand1) + operator +
parseInt(operand2))
            document.getElementById("results_div").innerHTML = "Results: " +
results
        function reset() {
            document.getElementById("results_div").innerHTML = "Results: "
    </script>
</head>
<body>
    <div id="content">
        <h1>Basic Calculator</h1>
        <input type="text" id="num1" name="number1" placeholder="Number1 Eg.</pre>
1015">
        <input type="text" id="num2" name="number2" placeholder="Number2 Eg.</pre>
1016"><br>
        <button onclick="operations('+')">Add</button>
        <button onclick="operations('-')">Subtract</button>
        <button onclick="operations('*')">Multiply</button>
        <button onclick="operations('/')">Divide</button><br>
        <div id="results div">Results: </div>
        <button onclick="reset()" id="clear_btn">Clear</button>
    </div>
</body>
</html>
body {
    background-color: grey;
#content {
    display: inline-block;
    background-color: lightskyblue;
    padding: 1%;
    width: 40%;
    height: 40%;
    margin-top: 12%;
    margin-bottom: 12%;
    margin-left: 29%;
    margin-right: 29%;
h1 {
    text-align: center;
    font-family: Arial, Helvetica, sans-serif;
```

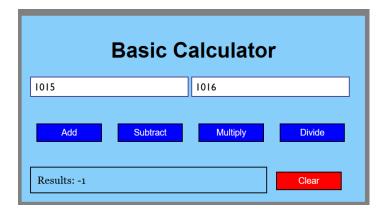
```
input {
    padding: 1%;
    font-size: medium;
    font-family: 'Gill Sans', 'Gill Sans MT', 'Trebuchet MS', sans-serif;
    width: 46%;
    border: 2px solid darkslateblue;
button {
    width: 20%;
    color: white;
    background-color: blue;
    padding: 1%;
    margin: 2%;
    margin-top: 8%;
    margin-bottom: 1%;
}
#results_div {
    display: inline-block;
    width: 68%;
    border: 2px solid black;
    padding: 2%;
    font-size: medium;
    font-family: Georgia, Times, 'Times New Roman', serif;
#clear_btn {
    background-color: red;
}
2.
<!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>BMI Calculator</title>
    <link rel="stylesheet" href="bmi_calculator.css">
    <script>
        function calculator() {
            var w = parseInt(document.getElementById("weight").value)
            var h = parseInt(document.getElementById("height").value)
            var bmi = (w / ((h / 100) * (h / 100)))
            var BMI = bmi.toFixed(1)
            document.getElementById("res").innerHTML = BMI
            if (BMI < 18.0) {
                document.getElementById("results_div").innerHTML = "Underweight
BMI"
            } else if (BMI > 18.0 && BMI < 25) {
                document.getElementById("results_div").innerHTML = "Normal BMI"
            } else if (BMI > 25 && BMI < 30.0) {
                document.getElementById("results_div").innerHTML = "Overweight
BMI"
```

```
} else if (BMI > 30.0) {
                document.getElementById("results_div").innerHTML = "Obese BMI"
        }
    </script>
</head>
<body>
    <div id="outer">
        <div id="header">
            <span>Body Mass Index (BMI)</span> <br> A measure of body fat in
adults
        </div>
        <div>
            <div id="inputs">
                <label for="weight">Weight (in kg)</label><br>
                <input type="text" name="weigh" id="weight"</pre>
onkeyup="calculator()">
                <br>
                <label for="height">Height (in cm)</label><br>
                <input type="text" name="heigh" id="height"</pre>
onkeyup="calculator()">
            </div>
            <div id="results">
                0.0
                <div id="results_div">Your BMI Displays here</div>
            </div>
        </div>
    </div>
</body>
</html>
#outer {
    border: 2px solid black;
    display: inline-block;
    width: 32%;
    height: 40%;
}
#header {
    padding: 1%;
    background-color: lightgreen;
#header span {
    font-weight: bold;
#inputs {
    display: inline-block;
    padding: 1%;
input {
    margin: 2%;
    padding: 2%;
    text-align: center;
```

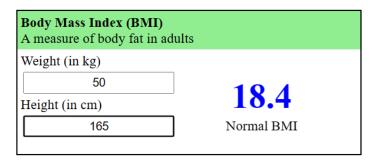
```
}#results p {
    font-size: 40px;
    text-align: center;
    font-weight: bolder;
    color: blue;
    margin-top: 1%;
    margin-bottom: 1%;
#results_div {
    text-align: center;
}
```

# **Output**

1.



2.



### Result

The webpage that demonstrates dynamic actions for user interactions using javaScript object models events has been executed successfully and the desired output is displayed on the screen.