

Javascript project

23BRS1115

1)TRAFFIC LIGHT SIGNAL

HTML

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
  <title>Traffic Light</title>
```

```
  <link rel="stylesheet" href="tutoh.css">
```

```
</head>
```

```
<body>
```

```
  <div class="container">
```

```
    <div class="traffic-light">
```

```
      <div class="light red"></div>
```

```
      <div class="light yellow"></div>
```

```
      <div class="light green"></div>
```

```
    </div>
```

```
  </div>
```

```
  <script src="tubhii.js"></script>
```

```
</body>
```

```
</html>
```

CSS

```
* {  
  
  margin: 0;  
  
  padding: 0;  
  
  box-sizing: border-box;  
  
}
```

```
body {  
  
  display: flex;  
  
  justify-content: center;  
  
  align-items: center;  
  
  height: 100vh;  
  
  background: rgb(67, 156, 234);  
  
}
```

```
.container {  
  
  display: flex;  
  
  justify-content: center;  
  
  align-items: center;  
  
}
```

```
.traffic-light {  
  
  width: 120px;  
  
  height: 320px;  
  
  background: #333;  
  
  border-radius: 25px;
```

```
display: flex;

flex-direction: column;

align-items: center;

justify-content: space-around;

padding: 15px;

box-shadow: 0px 5px 15px rgba(0, 0, 0, 0.5);

border: 5px solid #555;
}


.light {

width: 70px;

height: 70px;

border-radius: 50%;

background: #444;

box-shadow: 0px 0px 10px rgba(0, 0, 0, 0.5);

transition: background 0.5s ease-in-out, box-shadow 0.5s ease-in-out;
}


.red.active {

background: red;

box-shadow: 0px 0px 20px red;
}


.yellow.active {

background: yellow;

box-shadow: 0px 0px 20px yellow;
}
```

```
.green.active {  
    background: lime;  
    box-shadow: 0px 0px 20px lime;  
}
```

JAVASCRIPT

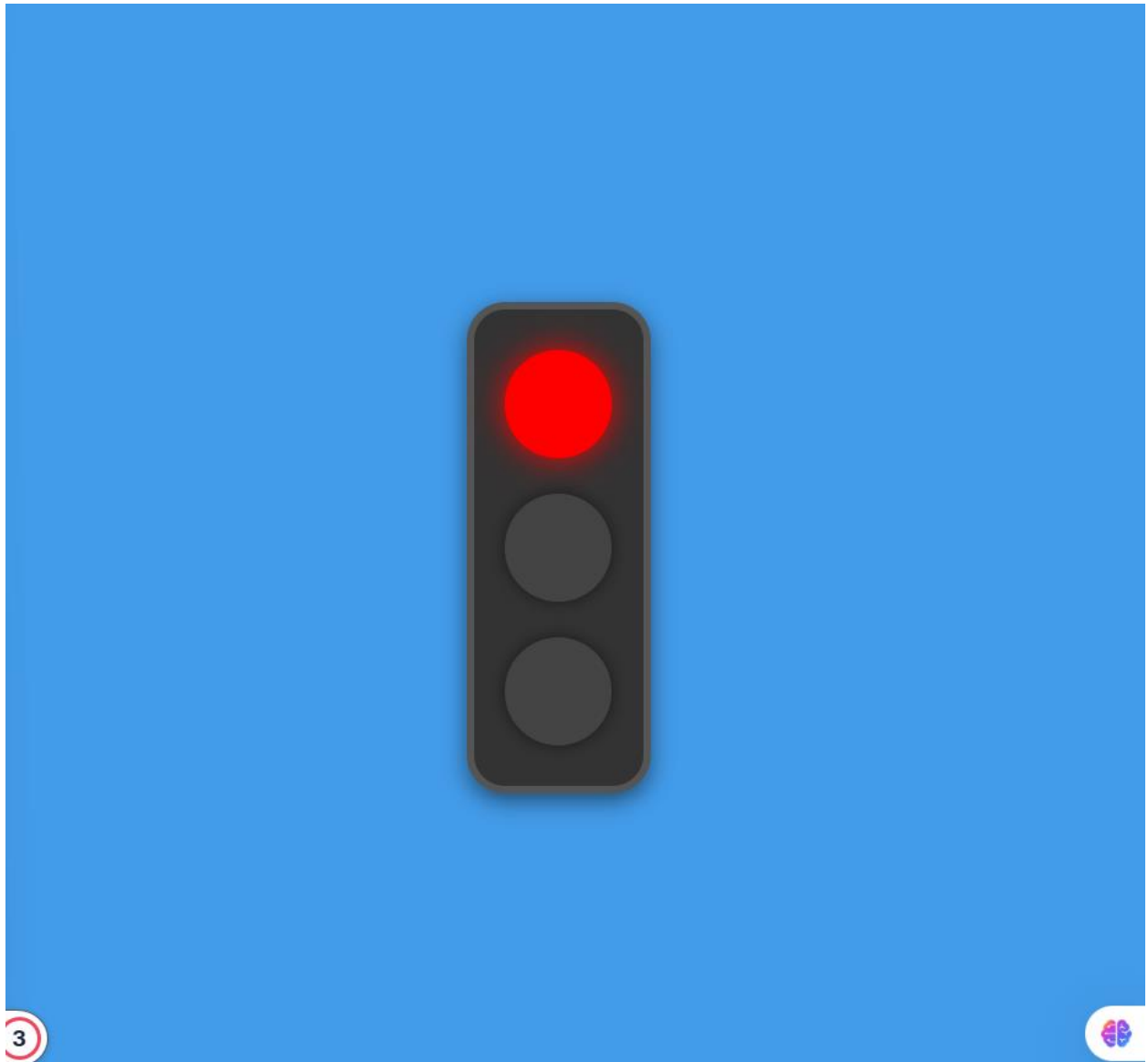
```
let lights = document.querySelectorAll(".light");  
let index = 0;
```

```
function changeLight() {  
    lights.forEach(light => light.classList.remove("active"));
```

```
    if (index === 0) {  
        lights[0].classList.add("active"); // Red  
        setTimeout(changeLight, 3000);  
    } else if (index === 1) {  
        lights[1].classList.add("active"); // Yellow  
        setTimeout(changeLight, 1000);  
    } else {  
        lights[2].classList.add("active"); // Green  
        setTimeout(changeLight, 3000);  
    }  
}
```

```
    index = (index + 1) % 3;  
}
```

```
changeLight();
```



2)FLAMES

HTML

```
<!DOCTYPE html>
```

```
<head>
```

```
  <title>GTN</title>
```

```
</head>
```

```
<body>
```

```
<script src="tubhii.js" defer></script>

<link rel="stylesheet" href="tutoh.css">

<center>

  <legend style="font-size: 50px;">FLAME GAME</legend>

</center>

<div class="container">

  <div class="box">

    <label>Enter first name: </label>

    <input type="text" required id="name1"><br><br>

    <label>Enter second name: </label>

    <input type="text" required id="name2"><br><br>

    <button onclick="calculateFLAMES()">Find Relationship</button>

    <h2 id="result" style="font-size: 20px;"></h2>

  </div>

</div>

</body>

</html>
```

CSS

```
*{

  margin:0;

  padding:0;

}
```

```
.container{
```

```
margin:10px;
width:100vw;
height:100vh;

display:flex;
justify-content:center;
align-items:center;
background-color: pink;

}

.box{
border:2px solid black;
border-radius:10%;
box-shadow: 5px 5px 10px gray;
margin:10px;
width:350px;
height:300px;
display:flex;
font-size: 20px;
justify-content:center;
align-items:center;
flex-direction:column;
background-color:blueviolet;
}
```

JAVASCRIPT

```
function calculateFLAMES(){
```

```
let a = document.getElementById("name1").value.toLowerCase().replace(/\s/g, "");
```

```
let b = document.getElementById("name2").value.toLowerCase().replace(/\s/g, "");
```

```
if (a === "" || b === "") {
```

```
    document.getElementById("result").innerText = "Please enter both names!";
```

```
    return;
```

```
}
```

```
let c=0,d=0,g=0;
```

```
let count=0,countt=0;
```

```
let arr1=Array.from(a);
```

```
let arr2=Array.from(b);
```

```
console.log(arr1)
```

```
console.log(arr2)
```

```
for(let i=0;i<arr1.length;i++){
```

```
    for(j=0;j<arr2.length;j++){
```

```
        if(arr1[i]===arr2[j]){
```

```
            c=delete(arr1[i]);
```

```
            d=delete(arr2[j]);
```

```
        }
```

```
    }
```

```
}
```



```
arr1=arr1.filter(item=> item!==c);  
console.log(arr1)
```

```
for(let i=0;i<arr1.length;i++){  
    count++;  
}  
console.log(count);
```

```
arr2=arr2.filter(item=>item!==d);  
console.log(arr2)  
for(let i=0;i<arr2.length;i++){  
    countt++;  
}  
console.log(countt);
```

```
let e=count+countt;  
console.log(e);
```

```
let arr3=Array.from("FLAMES");  
console.log(arr3)
```

```
if(e>arr3.length){  
    let f=e-arr3.length;  
    g=arr3[f-1];  
    console.log(g);  
}  
else{
```

```
    g=arr3[e-1];  
    console.log(g);  
}
```

```
let relationship=""
```

```
    if(g==='F'){  
        relationship="FRIENDS";  
    }
```

```
    if(g==='L'){  
        relationship="LOVE";  
    }
```

```
    if(g==='A'){  
        relationship="AFFECTION";  
    }
```

```
    if(g==='M'){  
        relationship="MARRIAGE";  
    }
```

```
    if(g==='E'){  
        relationship="ENEMIES";  
    }
```

```
    if(g==='S'){  
        relationship="SIBLINGS";  
    }
```

```
    document.getElementById("result").innerText = "Your Relationship is: " + relationship + " ❤️";  
}
```

FLAME GAME

A screenshot of a web application titled "FLAME GAME". The background is a solid light pink color. In the center, there is a purple rounded rectangle with a black border and a subtle drop shadow. Inside this purple box, the text "Enter first name:" is followed by a white input field. Below that, "Enter second name:" is followed by another white input field. At the bottom of the purple box is a button with the text "Find Relationship". In the bottom right corner of the pink area, there is a small white circular icon containing a colorful brain graphic.

Enter first name:

Enter second name:

Find Relationship

3)GUESS THE NUMBER

```
let i=0;
```

```
let a=4;
```

```
let b;
```

```
b=parseInt(prompt("enter your number"));
```

```
if(a===b){  
    alert("Great! you guess the number")  
}  
else{  
    alert("not correct!")  
    while(i<2){  
        b=parseInt(prompt("Try again: "));  
  
        if(a===b){  
            alert("Great! you guess the number")  
            break;  
        }  
        i++  
    }  
    if(i===2){  
        alert("Bye!correct answer was "+a);  
    }  
}
```

127.0.0.1:3000 says

enter your number

OK

Cancel

4) TO-DO LIST

HTML

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">


  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>Simple To-Do List</title>

  <link rel="stylesheet" href="tutoh.css">

</head>

<body>

  <h2>  My To-Do List</h2>

  <input type="text" id="taskInput" placeholder="Enter a task...">

  <button onclick="addTask()">Add</button>

  <ul id="taskList"></ul>

  <script src="tubhii.js"></script>

</body>

</html>
```

CSS

```
@import url('https://fonts.googleapis.com/css2?family=Poppins:wght@300;400;600&display=swap');
```

```
* {

  margin: 0;

  padding: 0;

  box-sizing: border-box;
```

```
font-family: 'Poppins', sans-serif;  
}
```

```
body {  
  display: flex;  
  justify-content: center;  
  align-items: center;  
  height: 100vh;  
  background: linear-gradient(135deg, #ff9a9e, #fad0c4);  
  flex-direction: column  
}
```

```
.container {  
  background: white;  
  width: 350px;  
  padding: 20px;  
  border-radius: 15px;  
  box-shadow: 0px 4px 10px rgba(0, 0, 0, 0.2);  
  text-align: center;  
}
```

```
h2 {  
  color: #444;  
  margin-bottom: 15px;  
}
```

```
input {
```

```
width: 75%;  
padding: 10px;  
border: 2px solid #ff758c;  
border-radius: 5px;  
outline: none;  
font-size: 16px;  
}
```

```
button {  
  padding: 10px;  
  background: #ff758c;  
  color: white;  
  border: none;  
  cursor: pointer;  
  border-radius: 5px;  
  margin-left: 5px;  
  font-size: 16px;  
}
```

```
button:hover {  
  background: #ff4f7b;  
}
```

```
ul {  
  list-style: none;  
  margin-top: 20px;  
}
```

```
li {  
  background: #fff5f7;  
  padding: 10px;  
  border-radius: 8px;  
  display: flex;  
  justify-content: space-between;  
  align-items: center;  
  margin-bottom: 10px;  
  transition: 0.3s ease;  
  flex-direction: column  
}
```

```
li:hover {  
  transform: scale(1.02);  
}
```

```
.delete-btn {  
  background: #ff4f7b;  
  color: white;  
  border: none;  
  padding: 6px 10px;  
  cursor: pointer;  
  border-radius: 5px;  
}
```

```
.delete-btn:hover {
```



```
background: #d63e64;
}
```

JAVASCRIPT

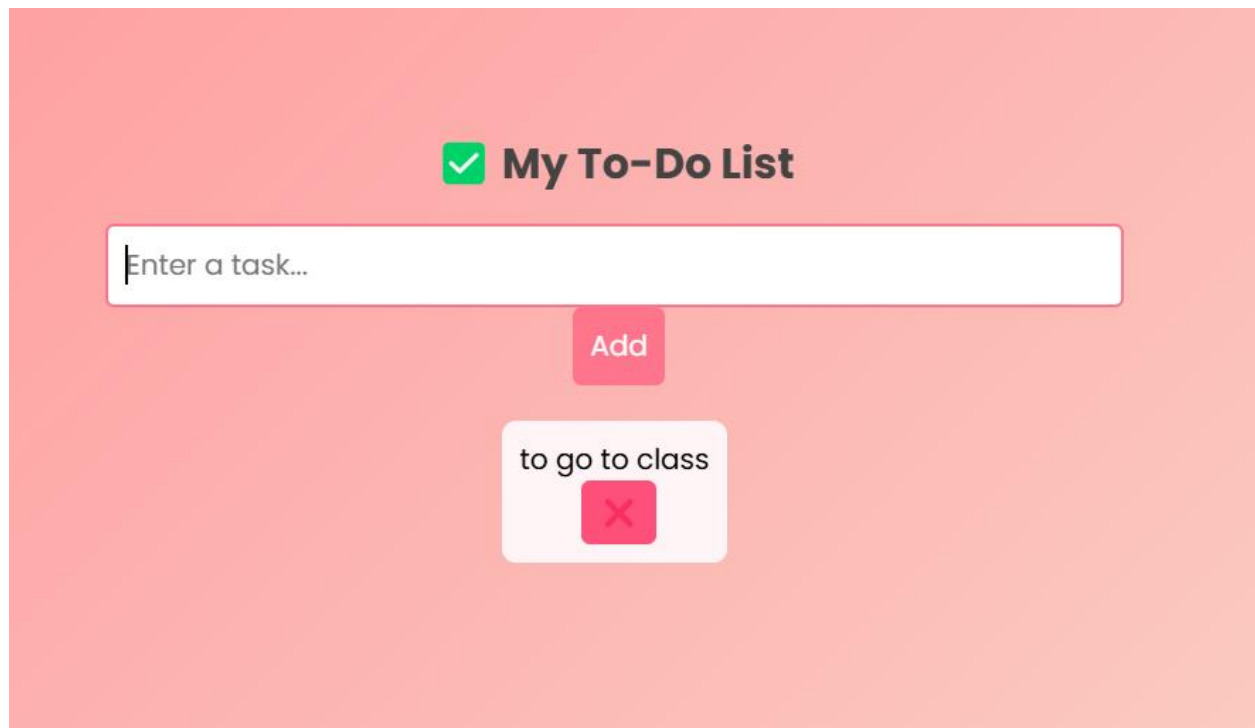
```
function addTask() {
    let taskInput = document.getElementById("taskInput");
    let taskList = document.getElementById("taskList");

    if (taskInput.value.trim() === "") {
        alert("Enter a task!");
        return;
    }

    let li = document.createElement("li");
    li.textContent = taskInput.value;

    let deleteBtn = document.createElement("button");
    deleteBtn.textContent = "✖";
    deleteBtn.classList.add("delete-btn");
    deleteBtn.onclick = function () {
        taskList.removeChild(li);
    };

    li.appendChild(deleteBtn);
    taskList.appendChild(li);
    taskInput.value = "";
}
```



5)DRAW SHAPES

HTML

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
<meta charset="UTF-8">
```

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
<title>Canvas Shapes</title>
```

```
<link rel="stylesheet" href="tutoh.css">
```

```
</head>
```

```
<body>
```

```
<h2> 🎨 Canvas Shapes</h2>
```

```
<canvas id="myCanvas"></canvas>
```

```
<script src="tubhii.js"></script>

</body>

</html>

JAVASCRIPT

const canvas = document.getElementById("myCanvas");

const ctx = canvas.getContext("2d");


canvas.width = 500;

canvas.height = 400;


function drawShapes() {


    ctx.fillStyle = "blue";

    ctx.fillRect(50, 50, 100, 60);


    ctx.fillStyle = "red";

    ctx.fillRect(200, 50, 80, 80);


    ctx.beginPath();

    ctx.arc(100, 200, 40, 0, Math.PI * 2);

    ctx.fillStyle = "green";

    ctx.fill();

    ctx.closePath();
```

```
ctx.beginPath();  
ctx.ellipse(250, 200, 50, 30, 0, 0, Math.PI * 2);  
ctx.fillStyle = "purple";  
ctx.fill();  
ctx.closePath();
```

```
ctx.beginPath();  
ctx.moveTo(50, 300);  
ctx.lineTo(300, 350);  
ctx.strokeStyle = "black";  
ctx.lineWidth = 3;  
ctx.stroke();  
}
```

```
drawShapes();
```



Canvas Shapes



6)RANDOM EMOJI GENERATOR

JAVASCRIPT

```
let a=Math.random()
```

```
if(a<0.1){
```

```
  console.log("😄");
```

```
}
```

```
else if(a>0.1 && a<0.2){
```

```
    console.log(" 😊 ");  
}
```

```
else if(a>0.2 && a<0.3){  
    console.log(" 😏 ");  
}
```

```
else if(a>0.3 && a<0.4){  
    console.log(" 🙄 ");  
}
```

```
else if(a>0.4 && a<0.5){  
    console.log(" 😍 ");  
}
```

```
else if(a>0.5 && a<0.6){  
    console.log(" 🤓 ");  
}
```

```
else if(a>0.6 && a<0.7){  
    console.log(" 🙃 ");  
}
```

```
else if(a>0.7 && a<0.8){  
    console.log(" 😘 ");  
}
```

```
else if(a>0.8 && a<0.9){  
  console.log("👑");  
}
```

```
else{  
  console.log("👀");  
}
```

