

## LAB-6

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T1. Develop a single page application for Shopping List. First develop a simple prototype using html and javascript. Gradually develop a MVC based prototype.

Ans.<!DOCTYPE html>

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

```
<head>
```

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

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

```
<title>Shopping List</title>
```

```
<style>
```

```
  body {
```

```
    font-family: Arial, sans-serif;
```

```
  }
```

```
  #shopping-list {
```

```
    margin: 20px auto;
```

```
    width: 300px;
```

```
    padding: 20px;
```

```
    border: 1px solid #ccc;
```

```
    border-radius: 5px;
```

```
    background-color: #f9f9f9;
```

```
  }
```

```
  #shopping-list h2 {
```

```
    text-align: center;
```

```
  }
```

```
  #item-input {
```

```
    width: 100%;
```

```
    margin-bottom: 10px;
```

```
    padding: 8px;
```

```
    box-sizing: border-box;
```

```
  }
```

```
  #add-button {
```

```
    width: 100%;
```

```

padding: 10px;
background-color: #4CAF50;
color: white;
border: none;
border-radius: 3px;
cursor: pointer;}
#shopping-items {
  list-style-type: none;
  padding: 0;
}
.shopping-item {
  margin-bottom: 5px;
  padding: 8px;
  background-color: #fff;
  border: 1px solid #ddd;
  border-radius: 3px;
}
</style>
</head>
<body>
<div id="shopping-list">
  <h2>Shopping List</h2>
  <input type="text" id="item-input" placeholder="Add item...">
  <button id="add-button">Add Item</button>
  <ul id="shopping-items"></ul>
</div>
<script>
  // Get references to HTML elements
  const itemInput = document.getElementById('item-input');
  const addButton = document.getElementById('add-button');
  const shoppingList = document.getElementById('shopping-items');

  // Event listener for adding an item
  addButton.addEventListener('click', addItem);

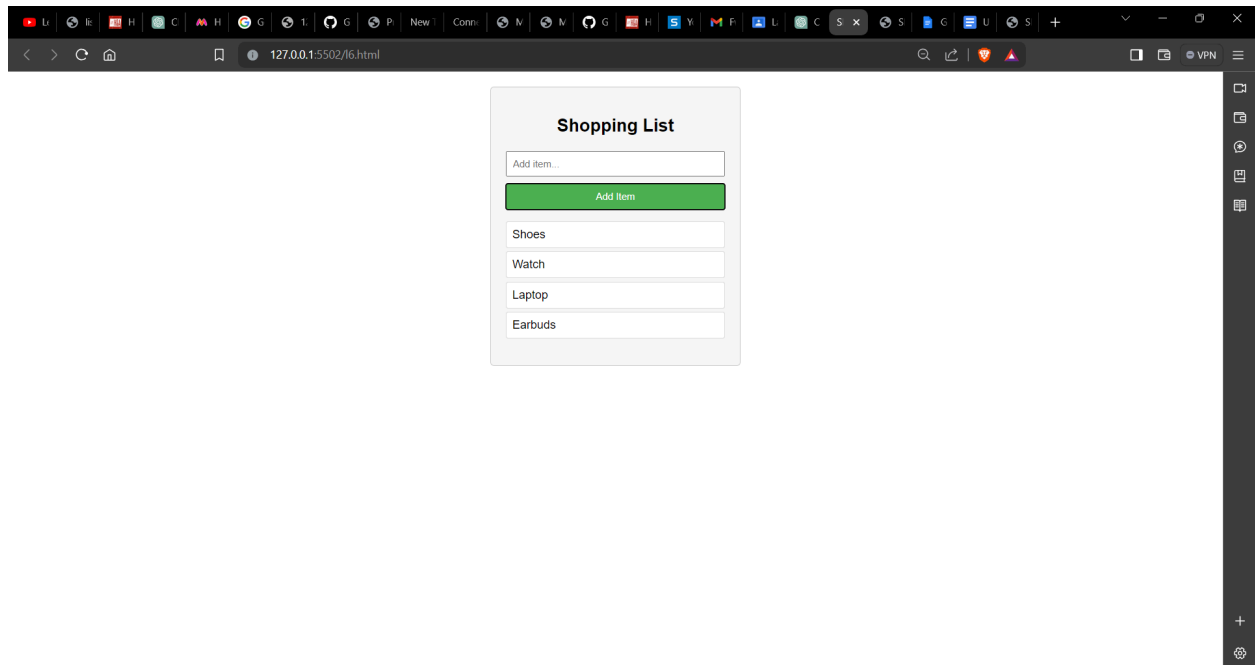
  // Function to add item to the list
  function addItem() {
    const itemName = itemInput.value.trim();
    if (itemName !== "") {
      const listItem = document.createElement('li');

```

```

    listItem.className = 'shopping-item';
    listItem.textContent = itemName;
    shoppingList.appendChild(listItem);
    itemInput.value = ""; // Clear input field after adding item
} else {
    alert('Please enter an item!');
}
}</script></body></html>

```



Using MVC.

```

<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Shopping List</title>
<style>
/* Styles remain the same */
</style>
</head>
<body>

<div id="shopping-list">

```

```
<h2>Shopping List</h2>
<input type="text" id="item-input" placeholder="Add item...">
<button id="add-button">Add Item</button>
<ul id="shopping-items"></ul>
</div>
```

```
<script>
// Model
const shoppingModel = {
  items: [],
  addItem: function(itemName) {
    this.items.push(itemName);
  }
};

// View
const shoppingView = {
  displayItem: function(item) {
    const shoppingList = document.getElementById('shopping-items');
    const listItem = document.createElement('li');
    listItem.className = 'shopping-item';
    listItem.textContent = item;
    shoppingList.appendChild(listItem);
  }
};

// Controller
const shoppingController = {
  init: function() {
    const addButton = document.getElementById('add-button');
    addButton.addEventListener('click', function() {
      const itemInput = document.getElementById('item-input');
      const itemName = itemInput.value.trim();
      if (itemName !== "") {
        shoppingModel.addItem(itemName);
        shoppingView.displayItem(itemName);
        itemInput.value = "";
      } else {
        alert('Please enter an item!');
      }
    });
  }
};
```

```
});  
}  
};
```

```
shoppingController.init();  
</script>
```

```
</body></html>
```

