



#### **Practical-5**

Aim: JavaScript

- 1. Basic JS Practical: script tags, alerts, documents, functions, arrays, loops, and conditions.
- 2. Advanced JS Practical: Objects, DOM references: getElementById, InnerHTML etc.

## 1. Basic JS Practical: script tags, alerts, documents, functions, arrays, loops, and conditions.

```
<!DOCTYPE html>
<head>
  <title>Basic JS Practical</title>
  <script type="text/javascript">
    function d(){
      var name=["Aesh","Hunaid","Dhruval","Harshad","Sneh"];
      document.getElementById("1").innerHTML="Array : "+name;
      for(var i=0; i<names.length; i++){
         console.log(names[i]);
       }
    function details()
      alert("It is the alert box of function");
  </script>
</head>
<body>
  >
    <h3>Click the following button to see the magic of javascript</h3>
  <button type="button" onclick="details()">Alert Box!!"</button>
  <button type="button" id="myBtn" onclick="d()">Array</button>
  </body>
</html>
```

## **Output:**



Fig.1 Alert Box





# Click the following button to see the magic of javascript Alert Box!!" Array Array : Aesh, Hunaid, Dhruval, Harshad, Sneh

Fig.2 Array

## 2. Advanced JS Practical: Objects, DOM references: getElementById, InnerHTML etc.

```
<!DOCTYPE html>
<head>
  <title>Advanced JS Practical</title>
  <script type="text/javascript">
    function object(){
      let person = {
        firstName: "John",
        lastName: "Doe",
        age : 50,
        eyeColor: "blue"
      document.getElementById("1").innerHTML = "Creating an object : "+person.firstName + " " +
person.lastName;
    function innerHTML1() {
      document.getElementById("2").innerHTML = "";
  </script>
</head>
<body>
  >
    <h3>Click the following button to see Objects, DOM references: getElementById, InnerHTML
etc.</h3>
  <button type="button" id="myBtn1" onclick="object()">Object</button>
  Click the button to delete my HTML content (innerHTML).
  <button type="button" onclick="innerHTML1()">innerHTML</button>
</body>
</html>
```





## **Output:**

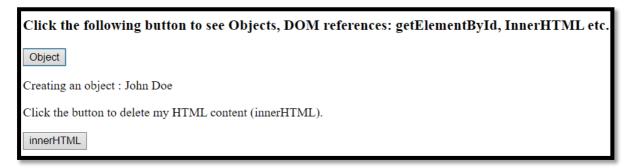


Fig.1 Creating an Object

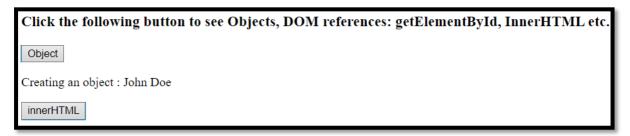


Fig.2 Using getElementById & InnerHTML to delete the paragraph line (You can see above Fig.1 in which line is present)





#### **Practical-6**

Aim: JavaScript and Event Listeners

- 1. Listeners and JavaScript Practical: Mouse motion, movement, keyboard
- 2. Perform Regular Expressions and validation using JavaScript

#### 1. Listeners and JavaScript Practical: Mouse motion, movement, keyboard

```
<!DOCTYPE html>
<html>
<head>
  <title>JavaScript and Event Listeners 1</title>
    picture1=new Image
    picture1.src="picture1.png"
    picture2=new Image
    picture2.src="picture2.png"
    function myFunction() {
      var x = document.getElementById("fname");
      x.value = x.value.toUpperCase();
  </script>
</head>
<body>
<h1>Listeners and JavaScript Practical: Mouse motion, movement, keyboard</h1>
The onmouseover event occurs when you bring your mouse over any element and the
onmouseout occurs when you take your mouse out from that element.
                                             onMouseOver="document.picture.src=picture2.src"
onMouseOut="document.picture.src=picture1.src">
<img name="picture" src="picture1.png" width="300" height="400" align="middle"></a>
A function is triggered when the user releases a key in the input field. The function transforms
the character to upper case.
Enter your name: <input type="text" id="fname" onkeyup="myFunction()">
</body>
</html>
```





## **Output:**

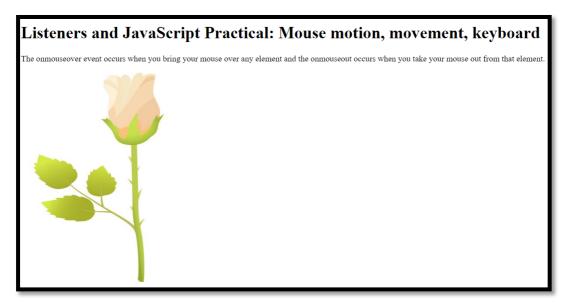


Fig.1 Mouse Motion & Movement when mouse is move out from the element

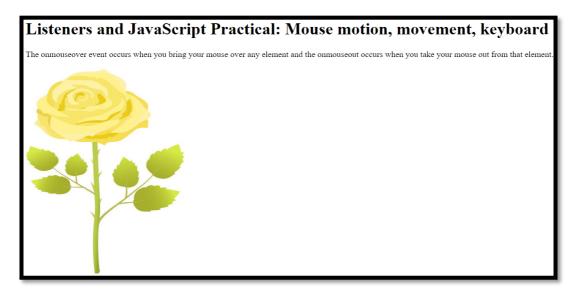


Fig.2 Mouse Motion & Movement when mouse is move over any element

A function is triggered when the user releases a key in the input field. The function transforms the character to upper case.

Enter your name: JAMES BOND

Fig.3 The keyboard function is used to transforms the character to upper case





#### 2. Perform Regular Expressions and validation using JavaScript

```
<!DOCTYPE html>
<html>
<head>
  <title>JavaScript and Event Listeners 2</title>
  <style>
    legend {
       display: block;
       padding-left: 2px;
       padding-right: 2px;
       border: none;
  </style>
  <script type="text/javascript">
    function validate() {
       var user = document.getElementById("e").value;
       var user2 = document.getElementById("e");
       var re = /^\w+([\.-]?\w+)*@\w+([\.-]?\w+)*(\.\w{2,3})+$/;
       if (re.test(user)) {
         alert("done");
         return true;
       }
       else {
         user2.style.border = "red solid 3px";
         return false;
       }
  </script>
</head>
<body><br/>body bgcolor="cyan"></br>
  <center>
    <h1>Perform Regular Expressions and validation using JavaScript</h1>
    <h1>Email Registration</h1>
    <form>
       <fieldset style="width:300px">
         <legend>Registration Form</legend>
         <input type="text" placeholder="First Name" maxlength="10">
           <br>><br>>
            <input type="text" placeholder="Last Name" maxlength="10">
           <br>><br>>
              <input type="email" placeholder="username@gmail.com" id="e">
           <br>><br>>
```





```
<input type="password" placeholder="Password">
           <br/>br><br/>><
           >
             <input type="password" placeholder="Confirm Password">
           <br>><br>>
             <input type="text" placeholder="Contact">
           <br/>br><br/>>
           >
             <label>Gender:</label>
             <select id="gender">
               <option value="male">Male</option>
               <option value="female">Female</option>
               <option value="others">Others</option>
             </select>
           <br/>br><br/>>
           <input type="submit" onclick="validate()" value="Submit">
        </fieldset>
    </form>
  </center>
</body>
</html>
```

#### **Output:**

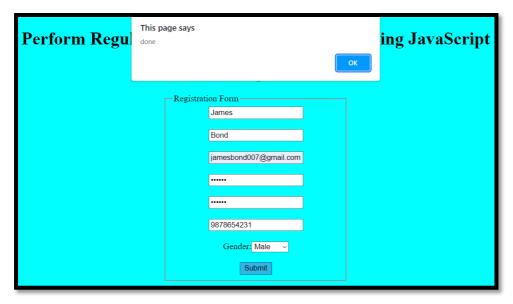


Fig.1 After submitting correct information





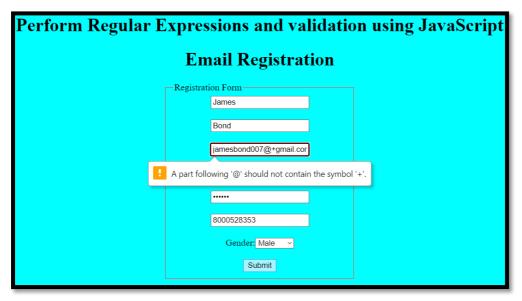


Fig.2 After submitting incorrect information (E-mail)