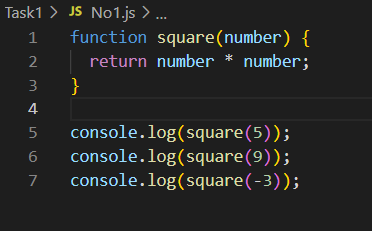
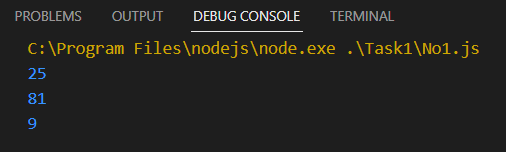
|  |
| --- |
| **UNIVERSITY MALAYSIA TERENGGANU**  **FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS**  **[CSM3103]**  **FRONT-END PROGRAMMING**  **LAB REPORT**  **[Lab 3]**  **Prepared by:**  Muhammad Irfan Hakim bin Saharul Redzuan  (S62113)  **Prepared for:**  Dr. Rabiei b. Mamat  [**BACHELOR OF SCIENCE COMPUTER(MOBILE COMPUTING)** ]  SEMESTER II 2022/2023 |

**Task 1** – JavaScript Function

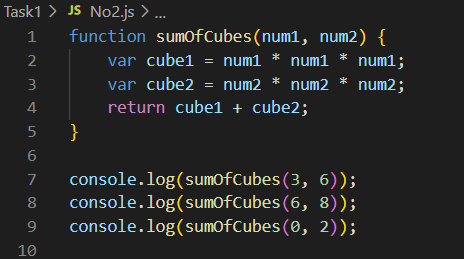
1. Write a function to find the square of a given number



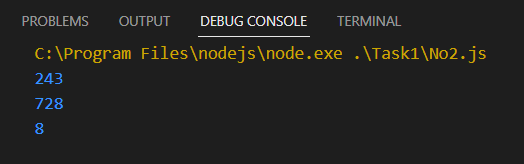
Output :



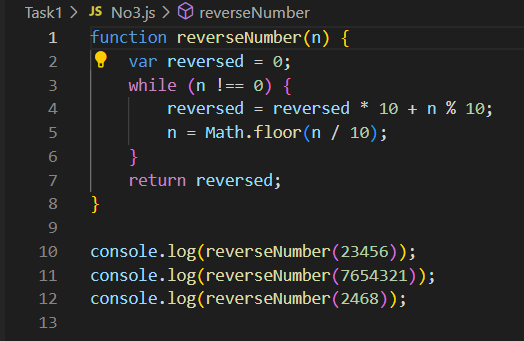
1. Write a function to find sum of cubes of two numbers



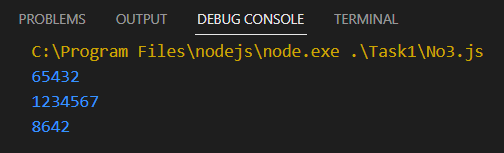
Output :



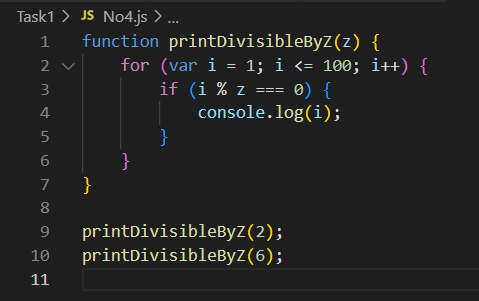
1. Write a function to reverse a number [ Hint n =12345 output : 54321 ]



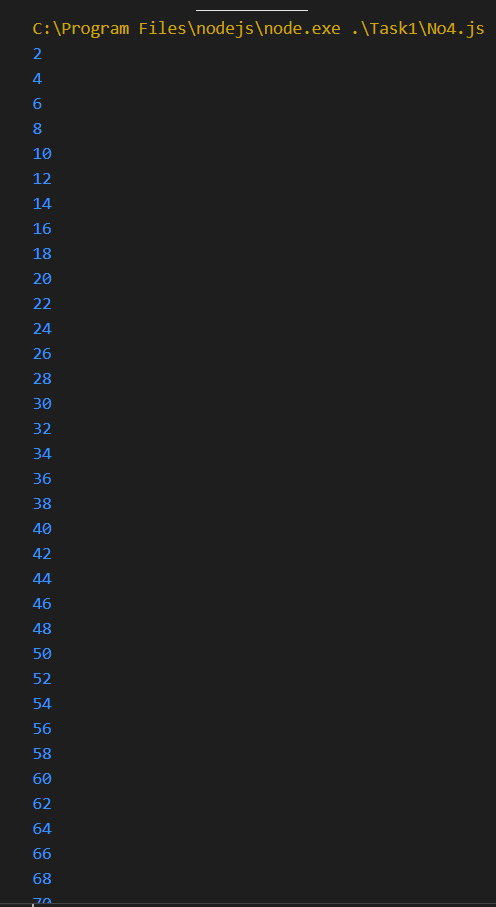
Output :



1. Write a function to print all numbers between 1 and 100 which is divisible by given number z.

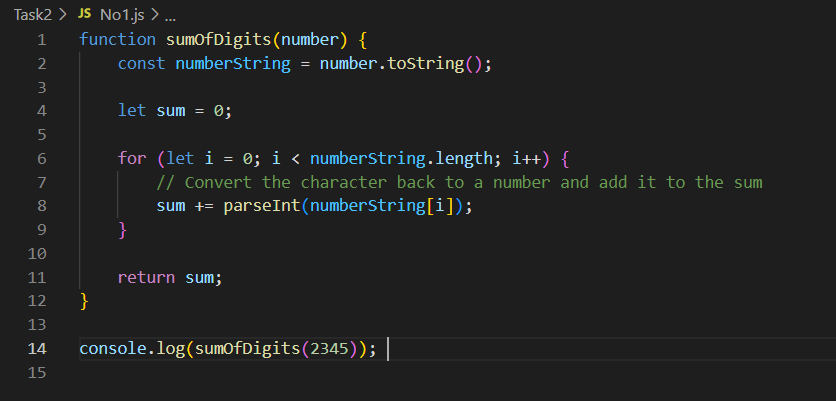


Output :

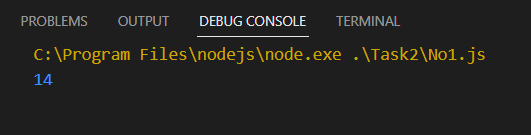


**Task 2 –** JavaScript Recursion Function

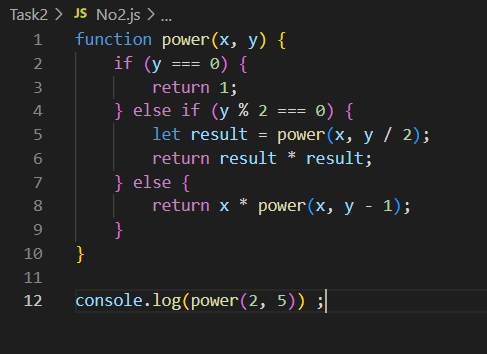
1. Write a JavaScript function to find sum of digits of a number



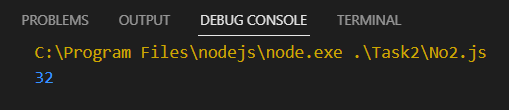
Output :



1. Write a JavaScript program to compute x raise to the power y using recursion

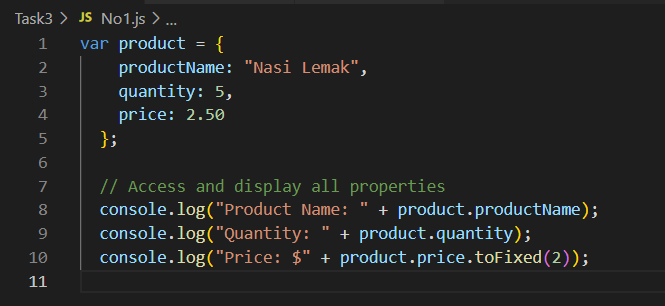


Output :

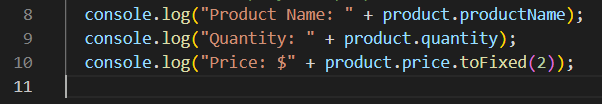


**Task 3 -** JavaScript Object and Prototype

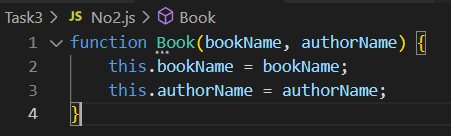
1. Write a JavaScript program to create object product,
2. Add the property Product Name, Quantity and price.



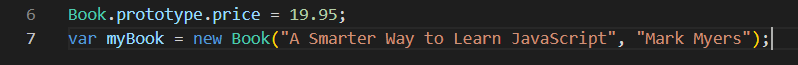
1. Access all the properties and display them.



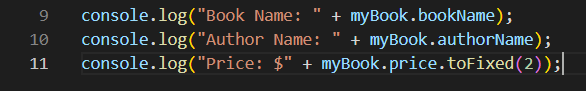
1. Write a JavaScript program to create object book
2. Add the property book name, author name



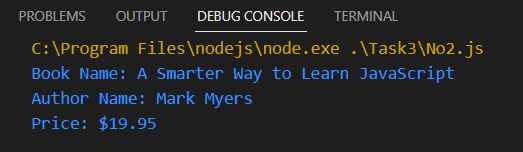
1. Add the prototype property price .



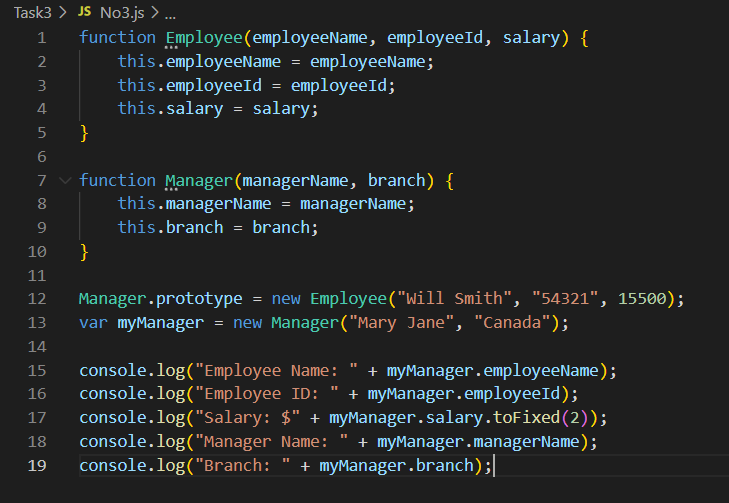
1. Display all the properties.



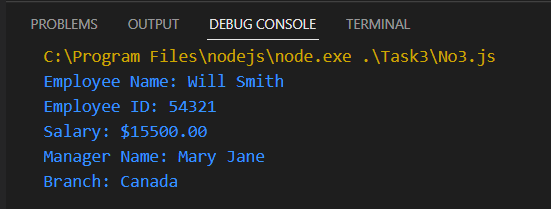
Output :



1. Write a JavaScript program to create Parent object employee (Property : Employee Name , Employee Id , Salary) and Child object Manager (Property : Manager Name , Branch). Inherit all the properties of employee and display all the properties.



Output :



**Task 4 –** Event Manager

1. Create a HTML page with <p> paragraph. Change the paragraph color according

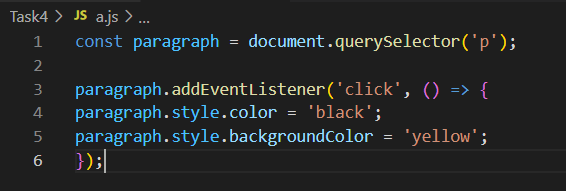
to the following mouse events

HTML (index.html)

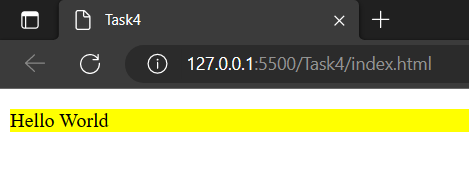


All event use the same HTML page(index.html), just change the imported javascript file.

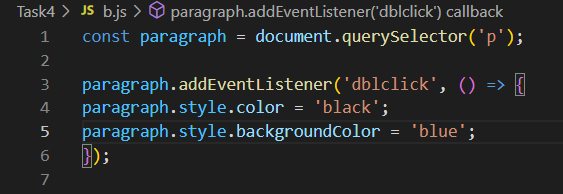
1. Onclick, yellow background



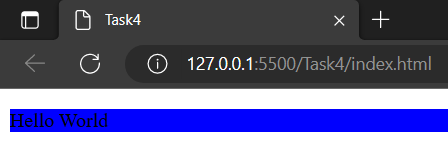
Output :



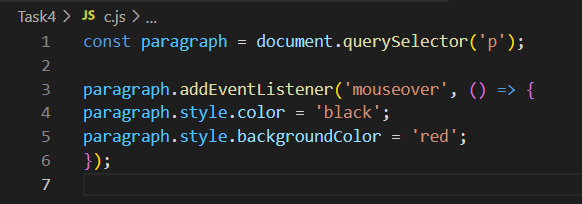
1. Ondblclick, blue background



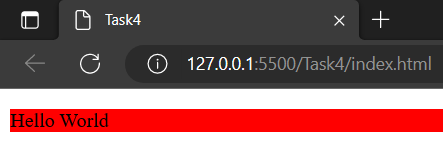
Output :



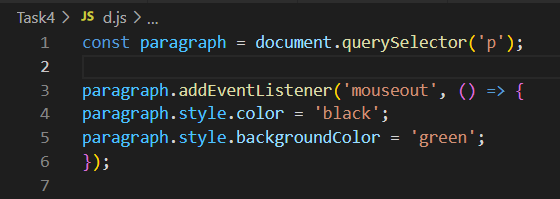
1. Onmouseover , red background



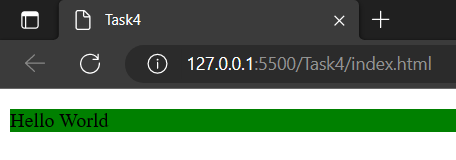
Output :



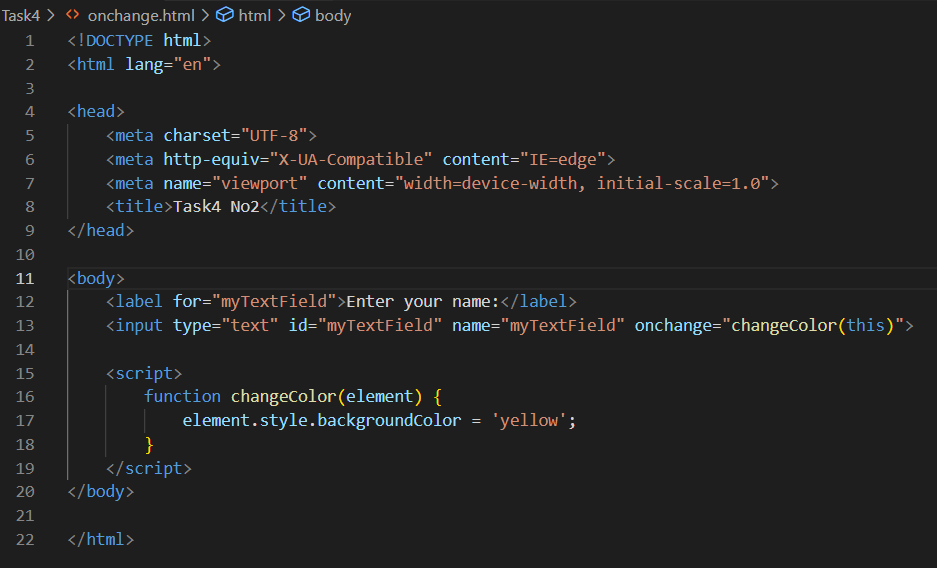
1. Onmouseout, green background



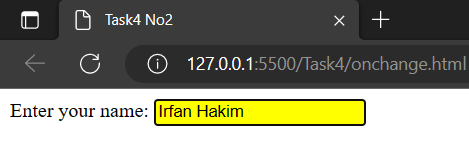
Output :



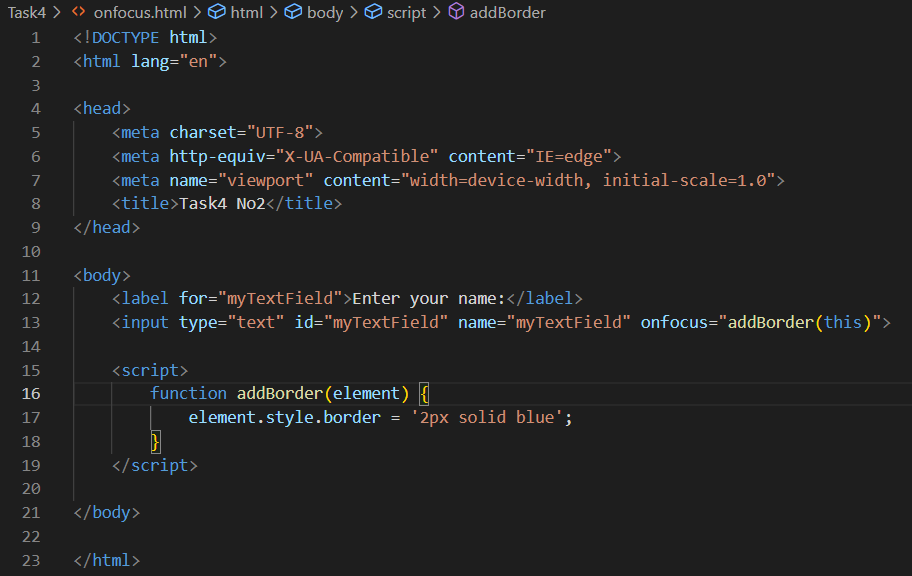
1. Create a HTML page with textfield. Show some effects on the textfield when the following events occurred:
2. Onchange



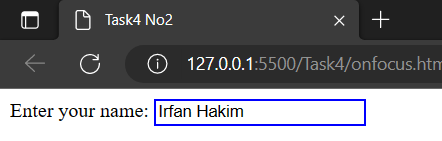
Output :



1. Onfocus



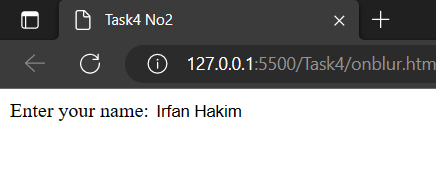
Output :



1. Onblur

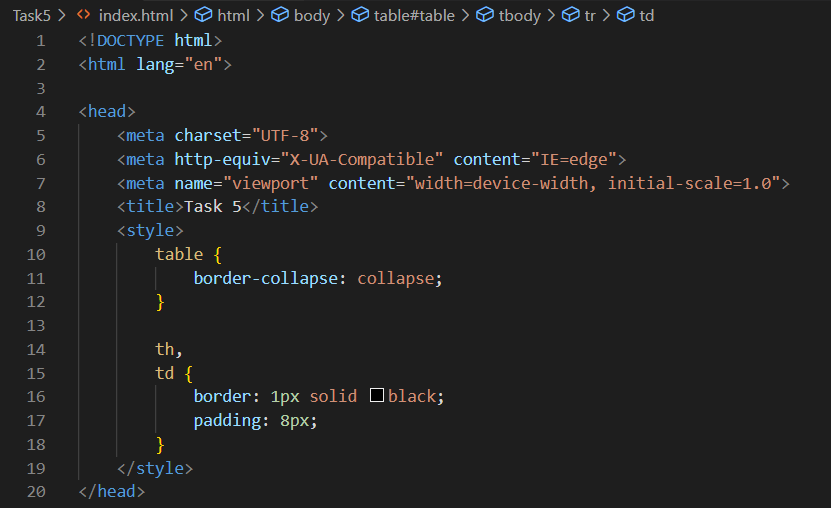


Output :



**Task 5**

HTML page (index.html)





1. Using javascript add the following record into table

a. Name: Mukhriz Jamil Asoka

b. Email: mukriz@corp.jo

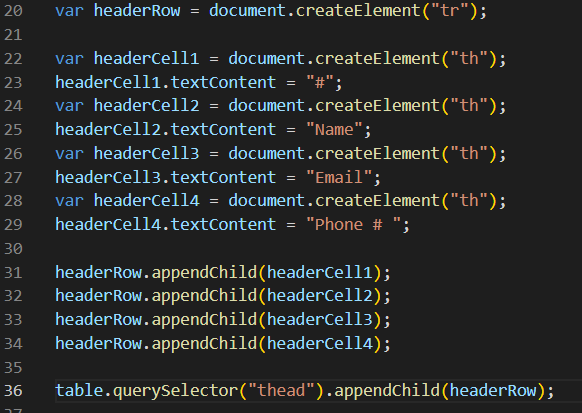
c. Phone: 651181187223



Output :



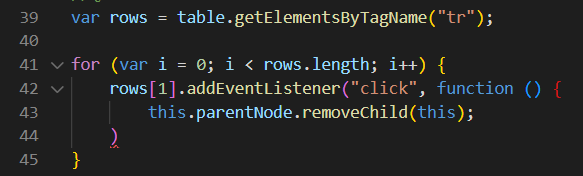
1. Using javascript add the table header as follow:
2. #, Name, Email, Phone #



Output :



1. Using javascript, delete any row from table when clicked on that row



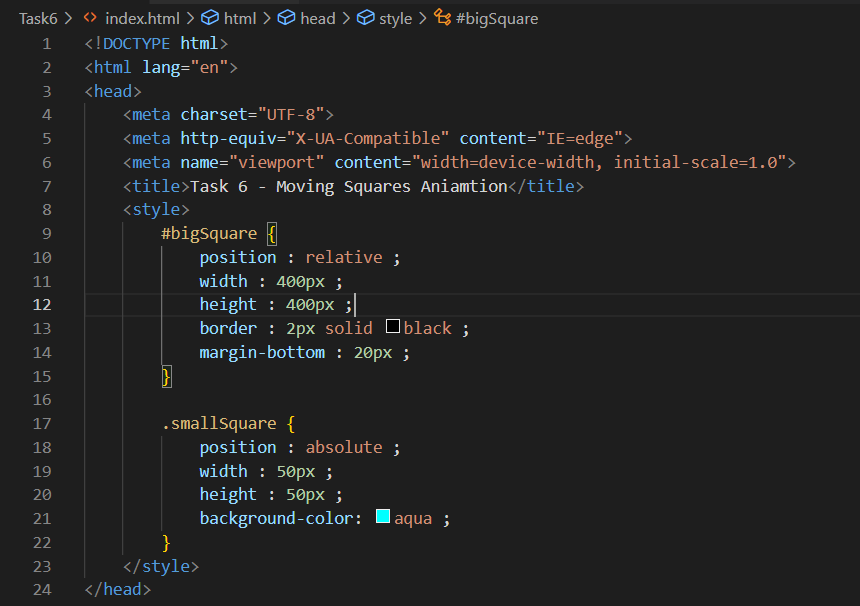
Output :

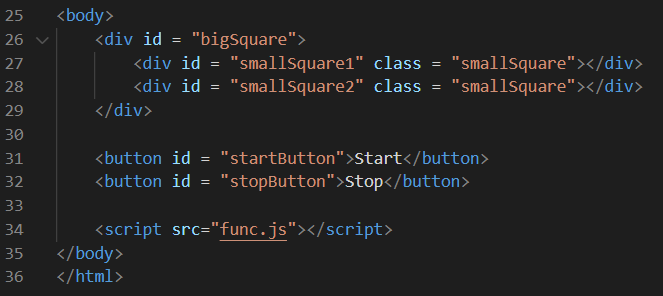


**Task 6**

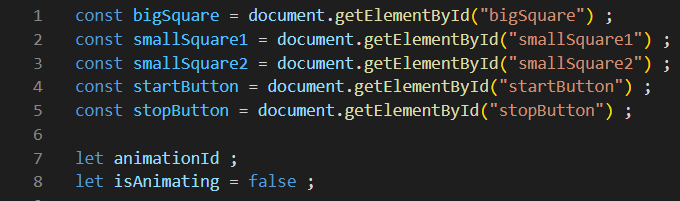
Write a JavaScript program to move two small squares inside one big square in a random manner. User should be able to start and stop this animationusing button based events

HTML Page (index.html)





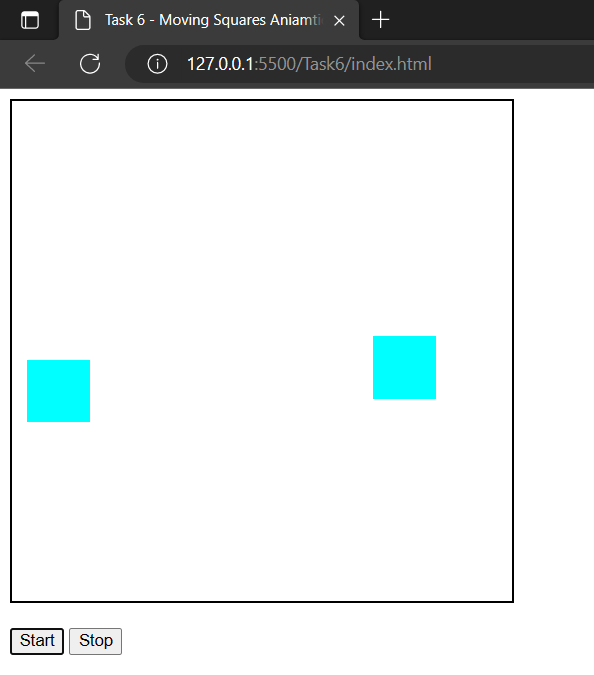
JavaScript source code



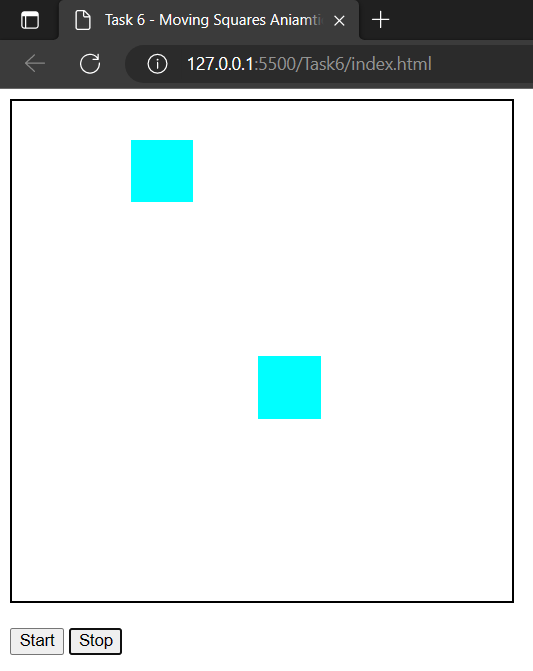




Output :



The square will move randomly when we click on the start button



Then it will stop at random position when we click on stop button

**Github link (Source code file)**