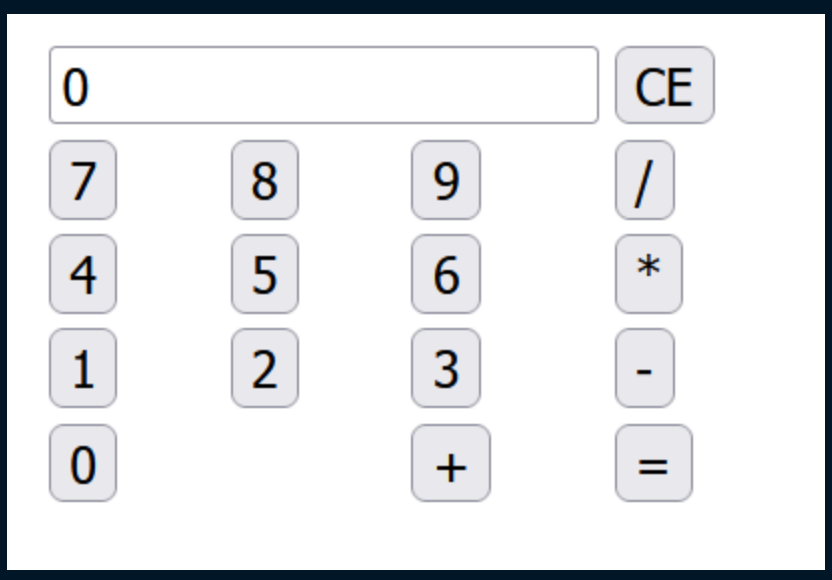
1. Write a JavaScript program to generate the calculator.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <title>
        Calculator......
    </title>
    <script>
        const numberClick = (a) =>{
            inputNumber = a;
            calForm.inputValue.value = a;
        }

        const clearInput = () =>{
            inputNumber = 0;
            previousValue = 0;
            calForm.inputValue.value = 0;
        }

let previousValue;
let opr;
const setOperator = (op) =>{
    opr = op;
    previousValue = inputNumber;
    console.log(op);
    console.log(previousValue);
}

const perFormOpr = () =>{
    const value1 = previousValue;
    const value2 = inputNumber;
    const operator = opr;

switch(operator){
    case '+':
        calForm.inputValue.value = value1+value2;
        break;
    case '-':
        calForm.inputValue.value = value1-value2;
        break;
    case '*':
        calForm.inputValue.value = value1*value2;
                break;
            case '/':
                calForm.inputValue.value = value1/value2;
                break;
        }
}
    </script>
    <!-- <script src="./js1.js"></script> -->
</head>
<body>
    <form name="calForm">
        <table>
            <tr>
                <td colspan="3">
                    <input type="text" name="inputValue" id="inputValId" value="0"/>
                </td>
                <td>
                    <input type="button" value="CE" onclick="clearInput()"/>
```

```
        </td>
    </tr>

    <tr>
        <td>
            <input type="button" value="7" onclick="numberClick(7)">
        </td>

        <td>
            <input type="button" value="8" onclick="numberClick(8)">
        </td>

        <td>
            <input type="button" value="9" onclick="numberClick(9)">
        </td>

        <td>
            <input type="button" value="/" onclick="setOperator('/')">
        </td>
    </tr>

    <tr>
        <td>
            <input type="button" value="4" onclick="numberClick(4)">
        </td>

        <td>
            <input type="button" value="5" onclick="numberClick(5)">
        </td>

        <td>
            <input type="button" value="6" onclick="numberClick(6)">
        </td>

        <td>
            <input type="button" value="*" onclick="setOperator('*')">
        </td>
    </tr>

    <tr>
        <td>
            <input type="button" value="1" onclick="numberClick(1)">
        </td>

        <td>
            <input type="button" value="2" onclick="numberClick(2)">
        </td>

        <td>
            <input type="button" value="3" onclick="numberClick(3)">
        </td>

        <td>
            <input type="button" value="-" onclick="setOperator('-')">
        </td>
    </tr>

    <tr>
        <td colspan="2" >
            <input type="button" value="0" onclick="numberClick(0)">
        </td>
```

```
                <td>
                    <input type="button" value="+" onclick="setOperator('+')">
                </td>

                <td>
                    <input type="button" value="=" onclick="perFormOpr()">
                </td>
            </tr>


        </table>
    </form>
</html>
```

OUTPUT:



2. Write a JavaScript program to
    i. Check whether the string is palindrome or not
    ii. count the vowels
    iii. Check whether the number is palindrome or not
    iv. Generate prime
    v. Check Armstrong number
    vi. reverse the given string
    vii. Generate the Fibonacci series
    viii. Check whether the number is prime or not
    ix. sort the numbers
    x. sort the string

3.