1. Program to Display the Sum of Two Numbers

Function with No Arguments and No Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Sum of Two Numbers</title>
</head>
<body>
    <h2>Sum of Two Numbers</h2>
    <script>
        function sumNumbers() {
            var num1 = parseInt(prompt("Enter the first number:"));
            var num2 = parseInt(prompt("Enter the second number:"));
            var sum = num1 + num2;
            document.write("The sum of " + num1 + " and " + num2 + " is " +
sum);
        }

        // Call the function
        sumNumbers();
    </script>
</body>
</html>
```

---

2. Program to Display the Area of the Rectangle

Function with No Arguments and Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Area of Rectangle</title>
</head>
<body>
    <h2>Area of Rectangle</h2>
    <script>
        function getAreaOfRectangle() {
            var length = parseInt(prompt("Enter the length of the
rectangle:"));
            var width = parseInt(prompt("Enter the width of the
rectangle:"));
            return length * width;
        }

        var area = getAreaOfRectangle();
        document.write("The area of the rectangle is " + area);
    </script>
</body>
</html>
```

---

3. Program to Check Whether the Number is Positive, Negative, or Zero

Function with Arguments and No Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Check Positive, Negative, or Zero</title>
</head>
<body>
    <h2>Check Whether Number is Positive, Negative, or Zero</h2>
    <script>
        function checkNumber(num) {
            if (num > 0) {
                document.write(num + " is Positive.");
            } else if (num < 0) {
                document.write(num + " is Negative.");
            } else {
                document.write(num + " is Zero.");
            }
        }

        var number = parseInt(prompt("Enter a number:"));
        checkNumber(number);
    </script>
</body>
</html>
```

---

4. Program to Check Whether the Number is Odd or Even

Function with Arguments and Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Check Odd or Even</title>
</head>
<body>
    <h2>Check Whether Number is Odd or Even</h2>
    <script>
        function isEven(num) {
            return num % 2 === 0;
        }

        var number = parseInt(prompt("Enter a number:"));
        if (isEven(number)) {
            document.write(number + " is Even.");
        } else {
            document.write(number + " is Odd.");
        }
    </script>
</body>
</html>
```

5. Program to Find the Greatest Number Among Three Numbers

Function with No Arguments and No Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Greatest of Three Numbers</title>
</head>
<body>
    <h2>Greatest of Three Numbers</h2>
    <script>
        function findGreatest() {
            var num1 = parseInt(prompt("Enter the first number:"));
            var num2 = parseInt(prompt("Enter the second number:"));
            var num3 = parseInt(prompt("Enter the third number:"));

            var greatest = num1;
            if (num2 > greatest) greatest = num2;
            if (num3 > greatest) greatest = num3;

            document.write("The greatest number is " + greatest);
        }

        findGreatest();
    </script>
</body>
</html>
```

---

6. Program to Find the Smallest Number Among Three Numbers

Function with No Arguments and Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Smallest of Three Numbers</title>
</head>
<body>
    <h2>Smallest of Three Numbers</h2>
    <script>
        function findSmallest() {
            var num1 = parseInt(prompt("Enter the first number:"));
            var num2 = parseInt(prompt("Enter the second number:"));
            var num3 = parseInt(prompt("Enter the third number:"));

            return Math.min(num1, num2, num3);
        }

        var smallest = findSmallest();
```

```
        document.write("The smallest number is " + smallest);
    </script>
</body>
</html>
```

---

7. Calculator Program Using Switch Case

Function with Arguments and No Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Calculator</title>
</head>
<body>
    <h2>Simple Calculator</h2>
    <script>
        function calculator(num1, num2, operation) {
            switch (operation) {
                case '+':
                    document.write("Result: " + (num1 + num2));
                    break;
                case '-':
                    document.write("Result: " + (num1 - num2));
                    break;
                case '*':
                    document.write("Result: " + (num1 * num2));
                    break;
                case '/':
                    document.write("Result: " + (num1 / num2));
                    break;
                default:
                    document.write("Invalid operation.");
            }
        }

        var num1 = parseFloat(prompt("Enter the first number:"));
        var num2 = parseFloat(prompt("Enter the second number:"));
        var operation = prompt("Enter an operation (+, -, *, /):");

        calculator(num1, num2, operation);
    </script>
</body>
</html>
```

---

8. Program to Display the Multiplication Table

Function with Arguments and Return Values

```
<!DOCTYPE html>
<html>
<head>
```

```
    <title>Multiplication Table</title>
</head>
<body>
    <h2>Multiplication Table</h2>
    <script>
        function getMultiplicationTable(num) {
            var table = "";
            for (var i = 1; i <= 10; i++) {
                table += num + " x " + i + " = " + (num * i) + "<br>";
            }
            return table;
        }

        var number = parseInt(prompt("Enter a number for the multiplication
table:"));
        var table = getMultiplicationTable(number);
        document.write(table);
    </script>
</body>
</html>
```

---

9. Program to Check Whether a Number is Palindrome

Function with No Arguments and No Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Palindrome Check</title>
</head>
<body>
    <h2>Palindrome Check</h2>
    <script>
        function checkPalindrome() {
            var num = prompt("Enter a number:");
            var reverseNum = num.split('').reverse().join('');

            if (num === reverseNum) {
                document.write(num + " is a palindrome.");
            } else {
                document.write(num + " is not a palindrome.");
            }
        }

        checkPalindrome();
    </script>
</body>
</html>
```

---

10. Program to Check Whether a Number is Armstrong

Function with No Arguments and Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Armstrong Number Check</title>
</head>
<body>
    <h2>Armstrong Number Check</h2>
    <script>
        function isArmstrong() {
            var num = prompt("Enter a number:");
            var sum = 0;
            var temp = num;

            while (temp > 0) {
                var digit = temp % 10;
                sum += Math.pow(digit, 3);
                temp = Math.floor(temp / 10);
            }

            return sum == num;
        }

        var result = isArmstrong();
        document.write(result ? "The number is an Armstrong number." : "The
number is not an Armstrong number.");
    </script>
</body>
</html>
```

---

11. Program to Display the Factorial of a Number

Function with Arguments and No Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Factorial</title>
</head>
<body>
    <h2>Factorial of a Number</h2>
    <script>
        function factorial(num) {
            var fact = 1;
            for (var i = 1; i <= num; i++) {
                fact *= i;
            }
            document.write("The factorial of " + num + " is " + fact);
        }

        var number = parseInt(prompt("Enter a number:"));
        factorial(number);
    </script>
</body>
</html>
```

12. Program to Display Factors of a Number

Function with Arguments and Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Factors</title>
</head>
<body>
    <h2>Factors of a Number</h2>
    <script>
        function getFactors(num) {
            var factors = [];
            for (var i = 1; i <= num; i++) {
                if (num % i === 0) {
                    factors.push(i);
                }
            }
            return factors;
        }

        var number = parseInt(prompt("Enter a number:"));
        var factors = getFactors(number);
        document.write("The factors of " + number + " are: " +
factors.join(', '));
    </script>
</body>
</html>
```

---

13. Program to Display Fibonacci Series

Function with Arguments and No Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Fibonacci Series</title>
</head>
<body>
    <h2>Fibonacci Series</h2>
    <script>
        function fibonacci(n) {
            var a = 0, b = 1, nextTerm;
            document.write("Fibonacci Series: " + a + ", " + b);

            for (var i = 1; i <= n - 2; i++) {
                nextTerm = a + b;
                document.write(", " + nextTerm);
                a = b;
                b = nextTerm;
```

```
            }
        }

        var n = parseInt(prompt("Enter the number of terms:"));
        fibonacci(n);
    </script>
</body>
</html>
```

---

14. Program to Check Whether a Number is Prime or Composite

Function with Arguments and Return Values

```
<!DOCTYPE html>
<html>
<head>
    <title>Prime or Composite Check</title>
</head>
<body>
    <h2>Prime or Composite Check</h2>
    <script>
        function isPrime(num) {
            if (num < 2) return false;
            for (var i = 2; i <= Math.sqrt(num); i++) {
                if (num % i === 0) {
                    return false;
                }
            }
            return true;
        }

        var number = parseInt(prompt("Enter a number:"));
        var result = isPrime(number);
        document.write(result ? number + " is Prime." : number + " is
Composite.");
    </script>
</body>
</html>
```