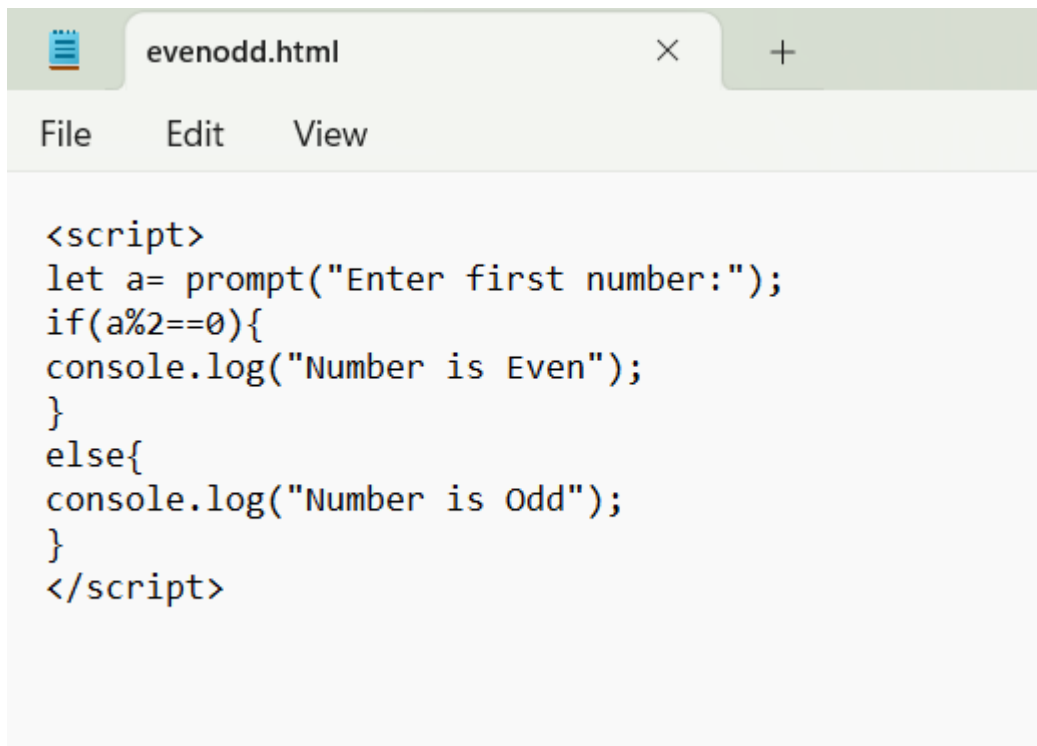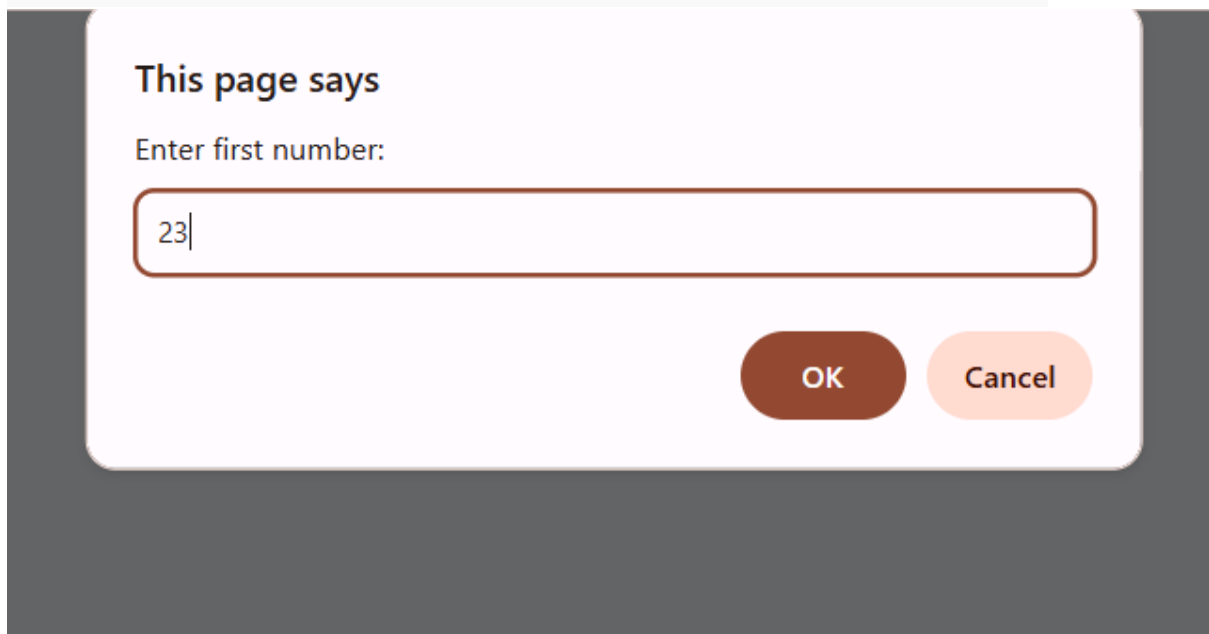Name: Mukund Kuthe

3rd Year Section B (B1)

Practical 3 (JavaScript)

Even Odd Task:
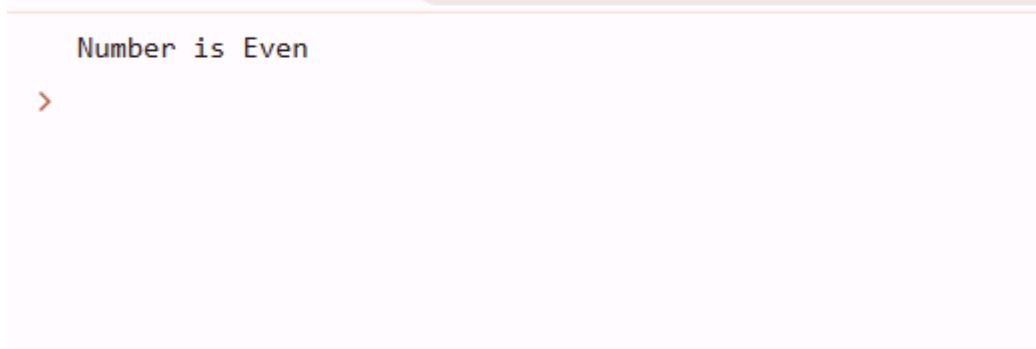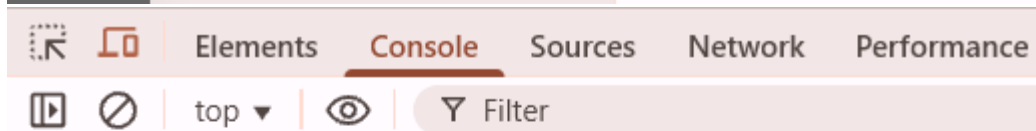


```
evenodd.html

File    Edit    View

<script>
let a= prompt("Enter first number:");
if(a%2==0){
console.log("Number is Even");
}
else{
console.log("Number is Odd");
}
</script>
```
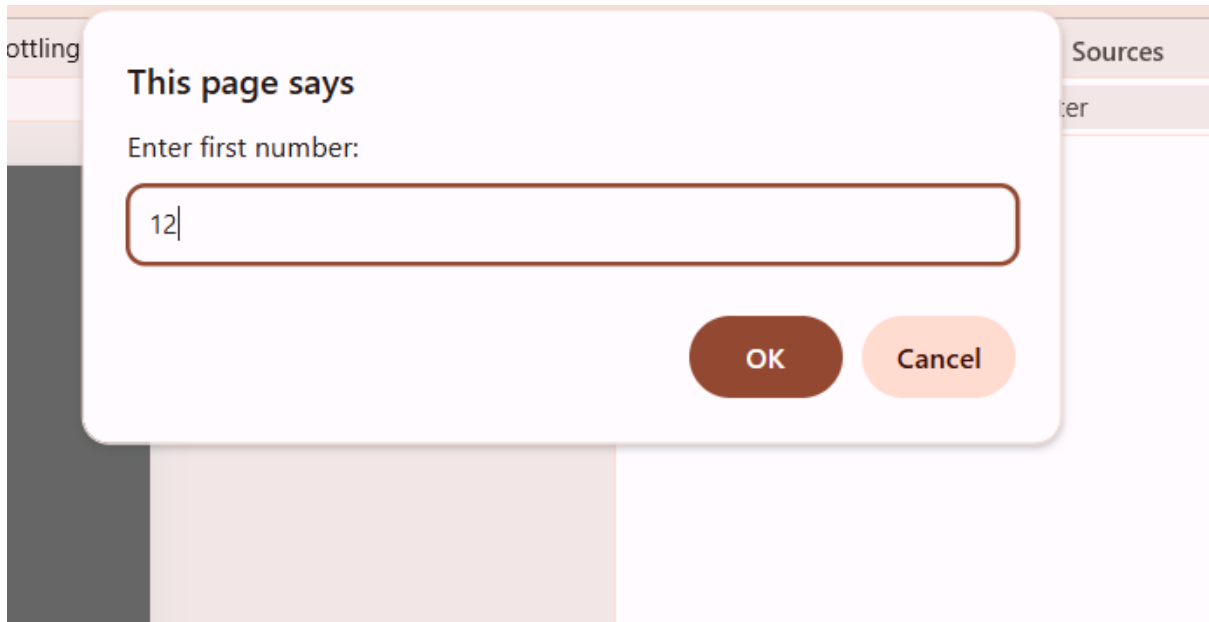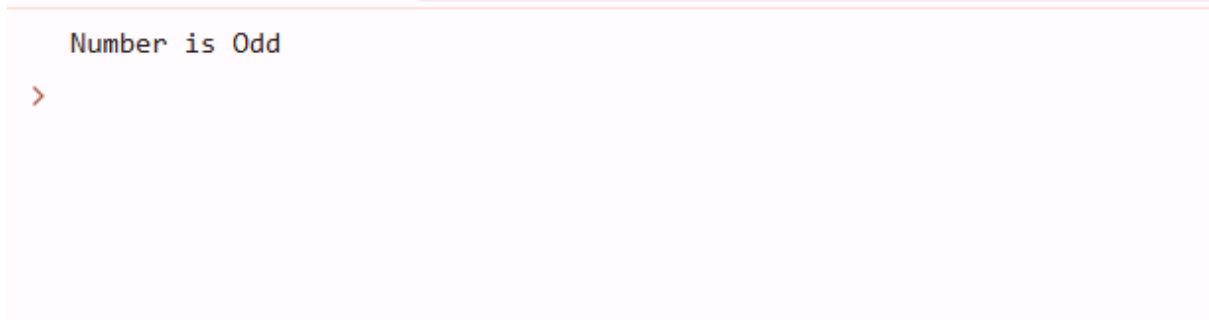
This page says
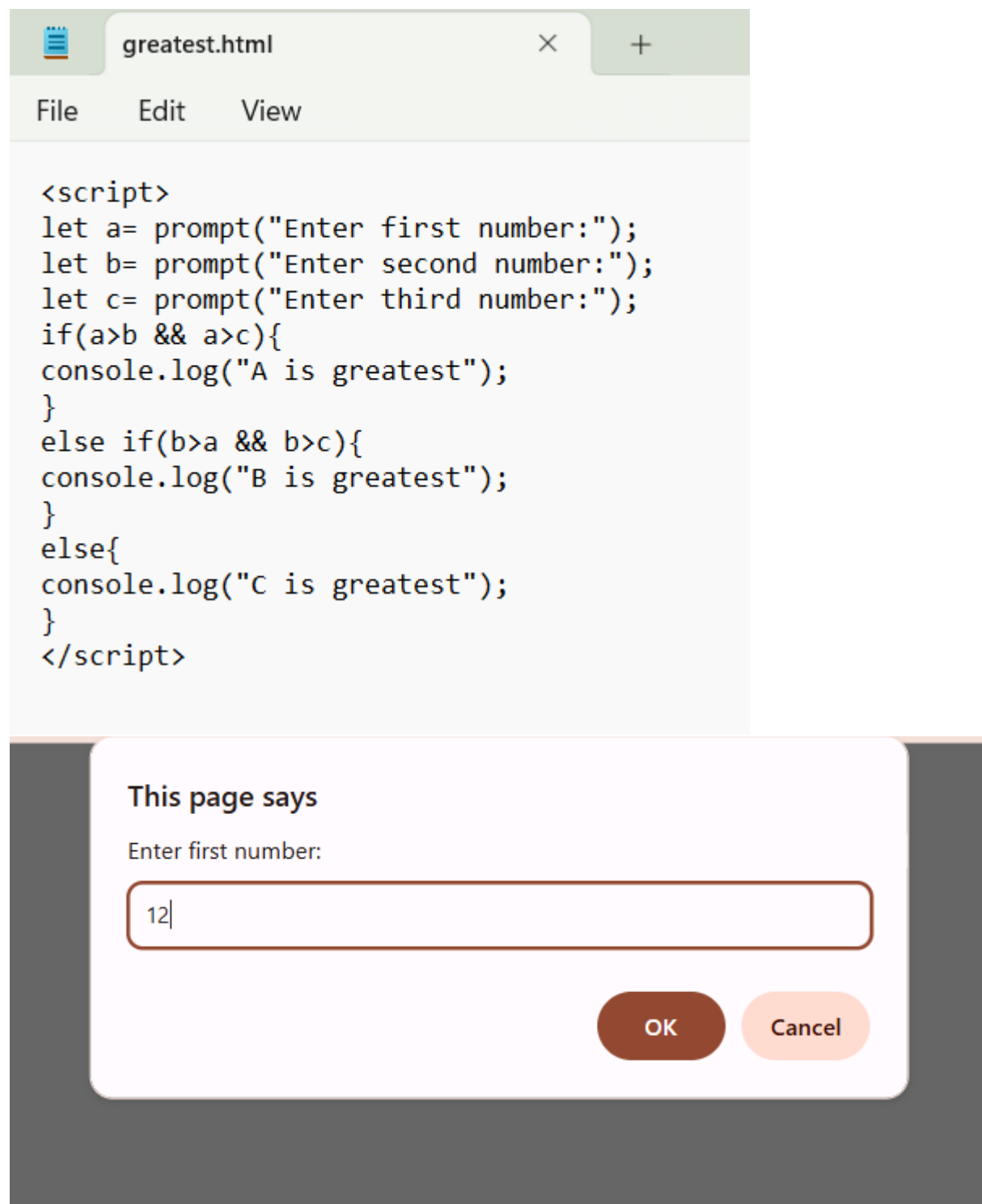
Enter first number:

23

OK   Cancel

top ▼   ⊘   👁   🔽 Filter

Number is Odd

>

This page says

Enter first number:

12

OK   Cancel

top ▼   ⊘   👁   🔽 Filter

Number is Even

>

Greatest Number Task:


```
<script>
let a= prompt("Enter first number:");
let b= prompt("Enter second number:");
let c= prompt("Enter third number:");
if(a>b && a>c){
console.log("A is greatest");
}
else if(b>a && b>c){
console.log("B is greatest");
}
else{
console.log("C is greatest");
}
</script>
```

This page says

Enter first number:

12

OK   Cancel

This page says

Enter second number:

24

OK   Cancel

This page says

Enter third number:

21

OK   Cancel
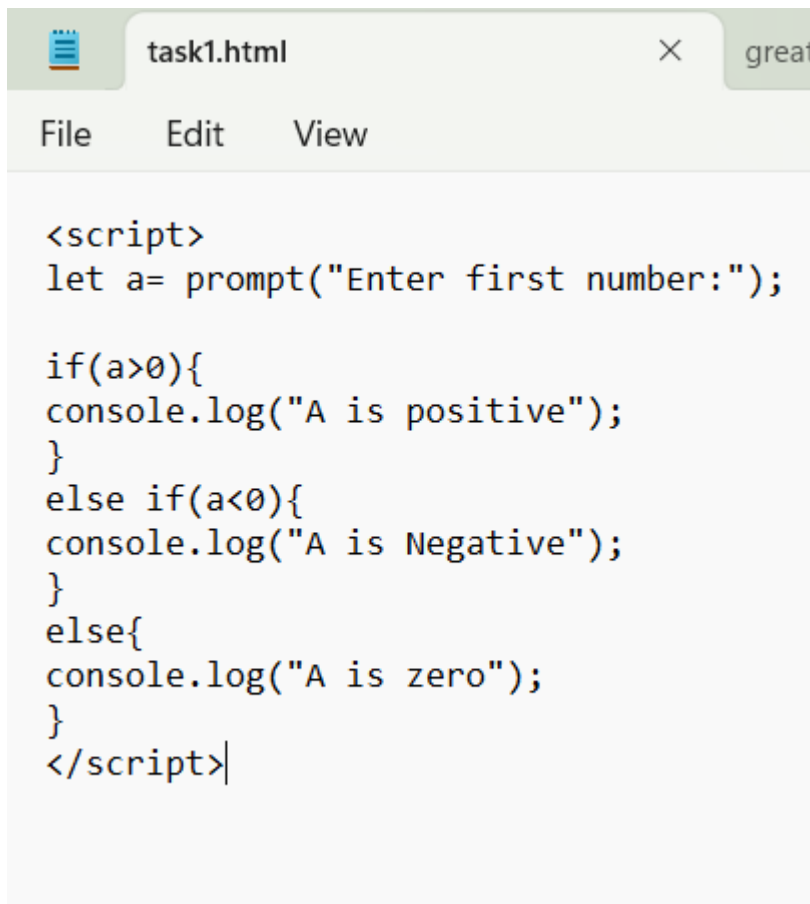
B is greatest

>

Task 1:

```
<script>
let a= prompt("Enter first number:");

if(a>0){
console.log("A is positive");
}
else if(a<0){
console.log("A is Negative");
}
else{
console.log("A is zero");
}
</script>
```

MBIOSIS%20BTECH/SEM%205/Javascript/Practical%203/task1.html

This page says

Enter first number:

-4

OK   Cancel

This page says

Enter first number:

12

OK | Cancel

This page says

Enter first number:

```
0
```
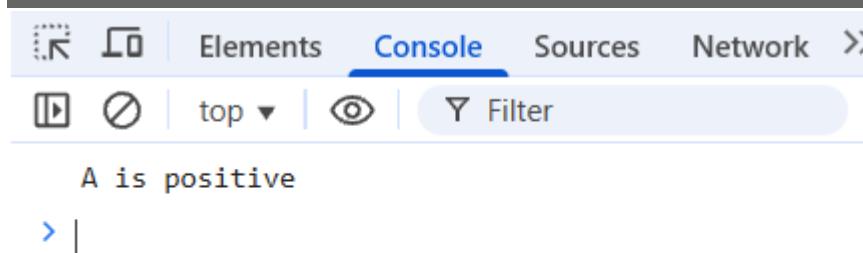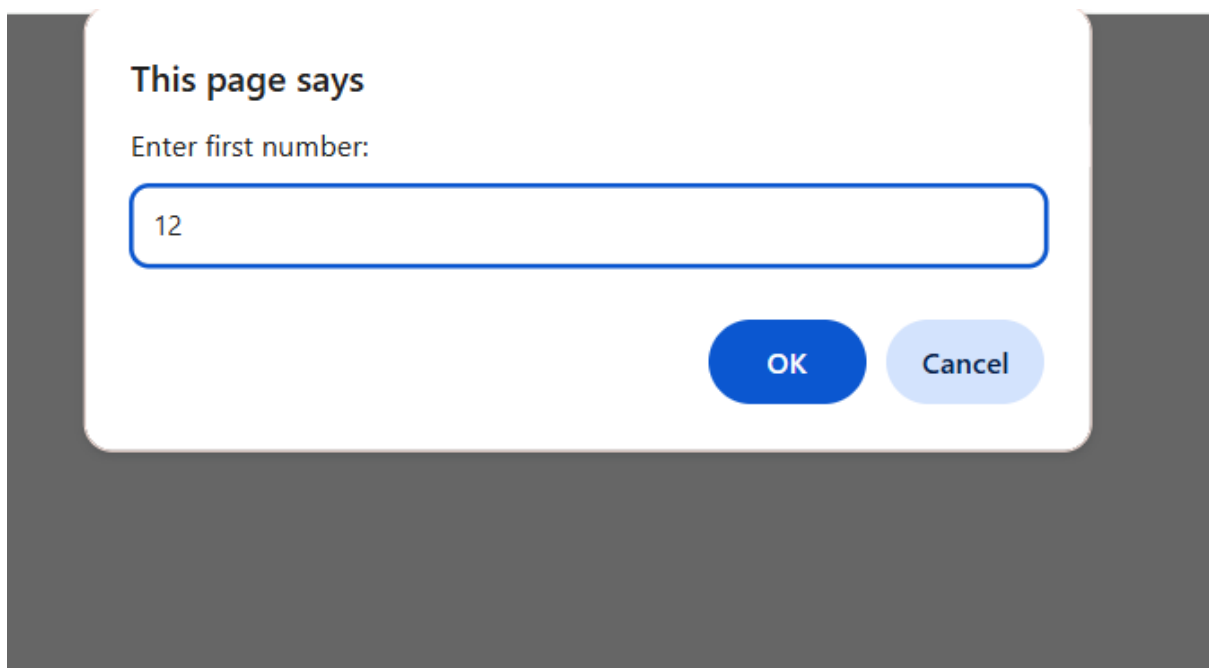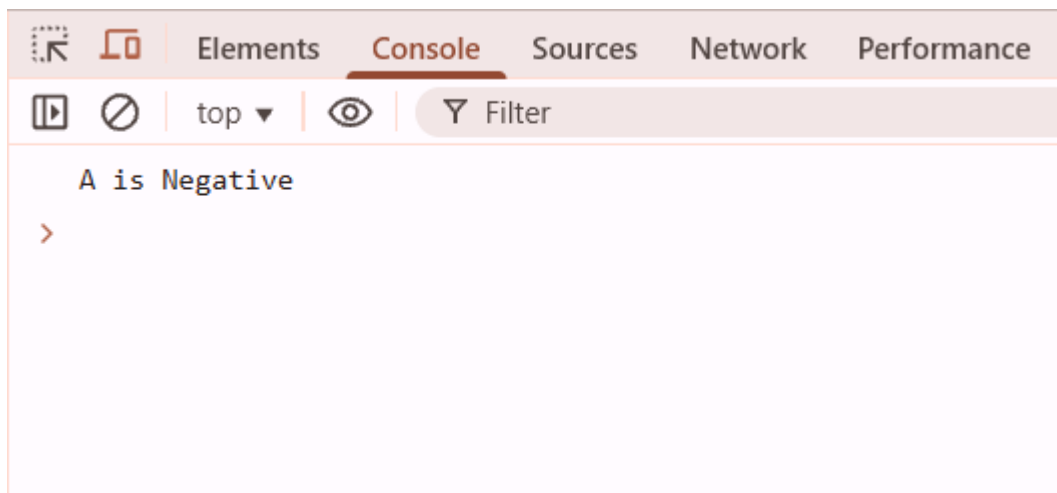
OK   Cancel

Elements   **Console**   Sources   Network

top ▼   Filter

A is zero

>

Task 2;

```
<script>
let day = prompt("Enter the Day:");

switch (day) {
case "Monday":
console.log("Start of the week!");
break;
case "Sunday":
console.log("End of the week!");
break;
default:
console.log("Midweek day.");
}
</script>
```
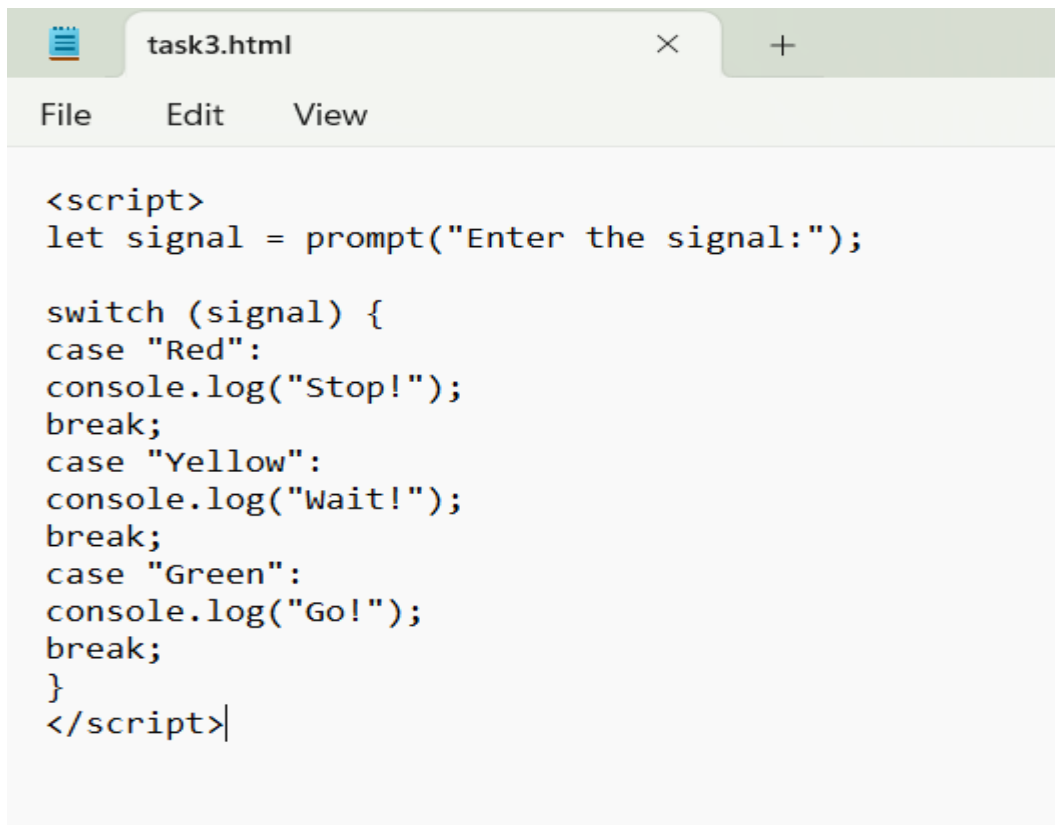
ottling

Sources   Ne

This page says

ter

Enter the Day:

Monday

OK   Cancel

Elements   Console   Sources   Network   Performance

top ▼   Filter

Start of the week!

>

---

ottling   Sou

This page says

Enter the Day:

Sunday

OK   Cancel

Elements   Console   Sources   Network   Performance

top ▼   Filter

End of the week!

>

Sources

This page says

Enter the Day:

Wednesday

OK Cancel

ter

Midweek day.

>
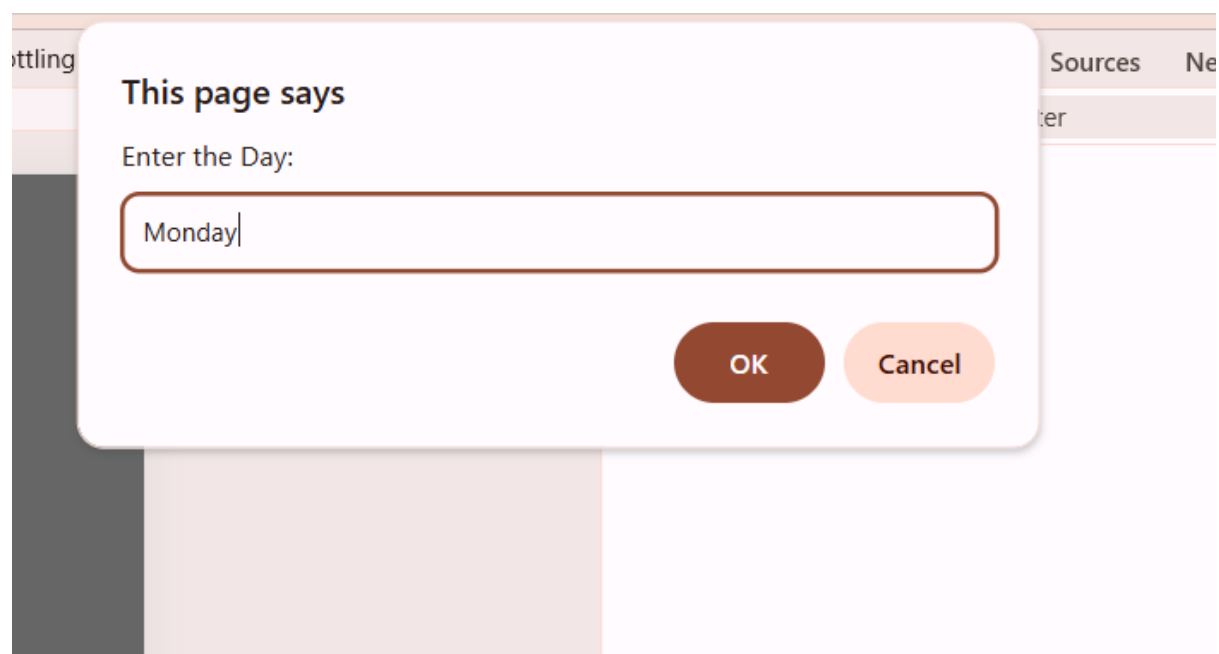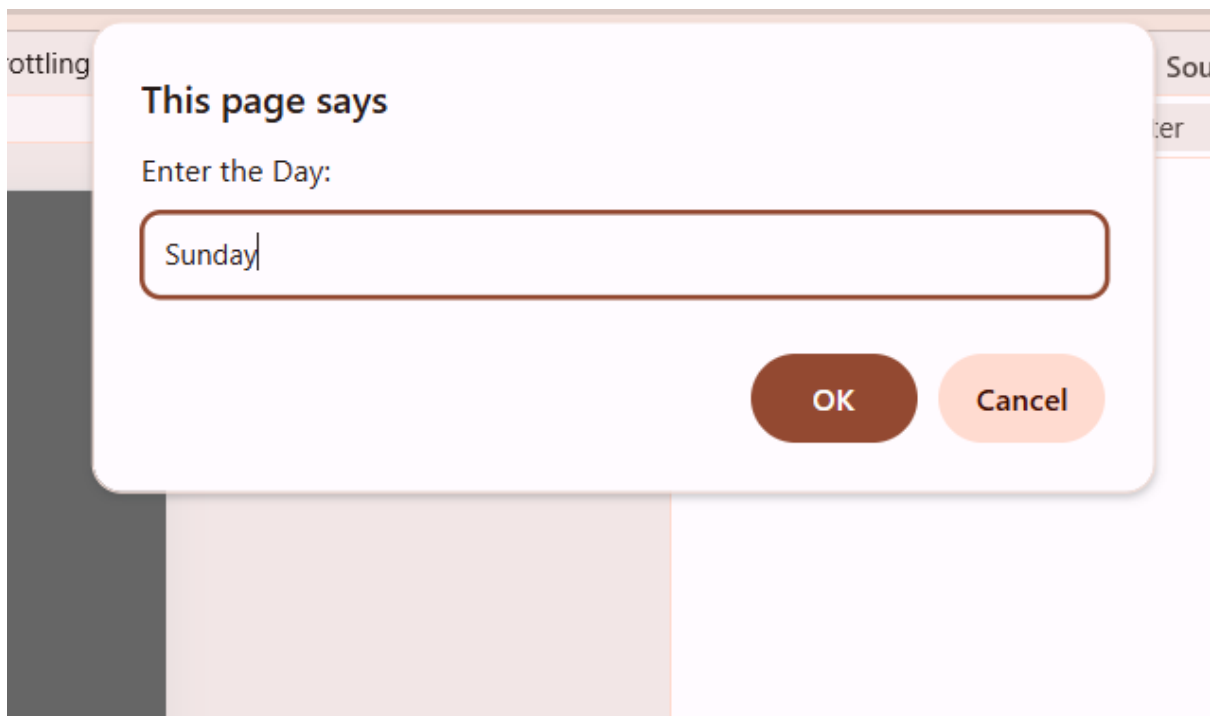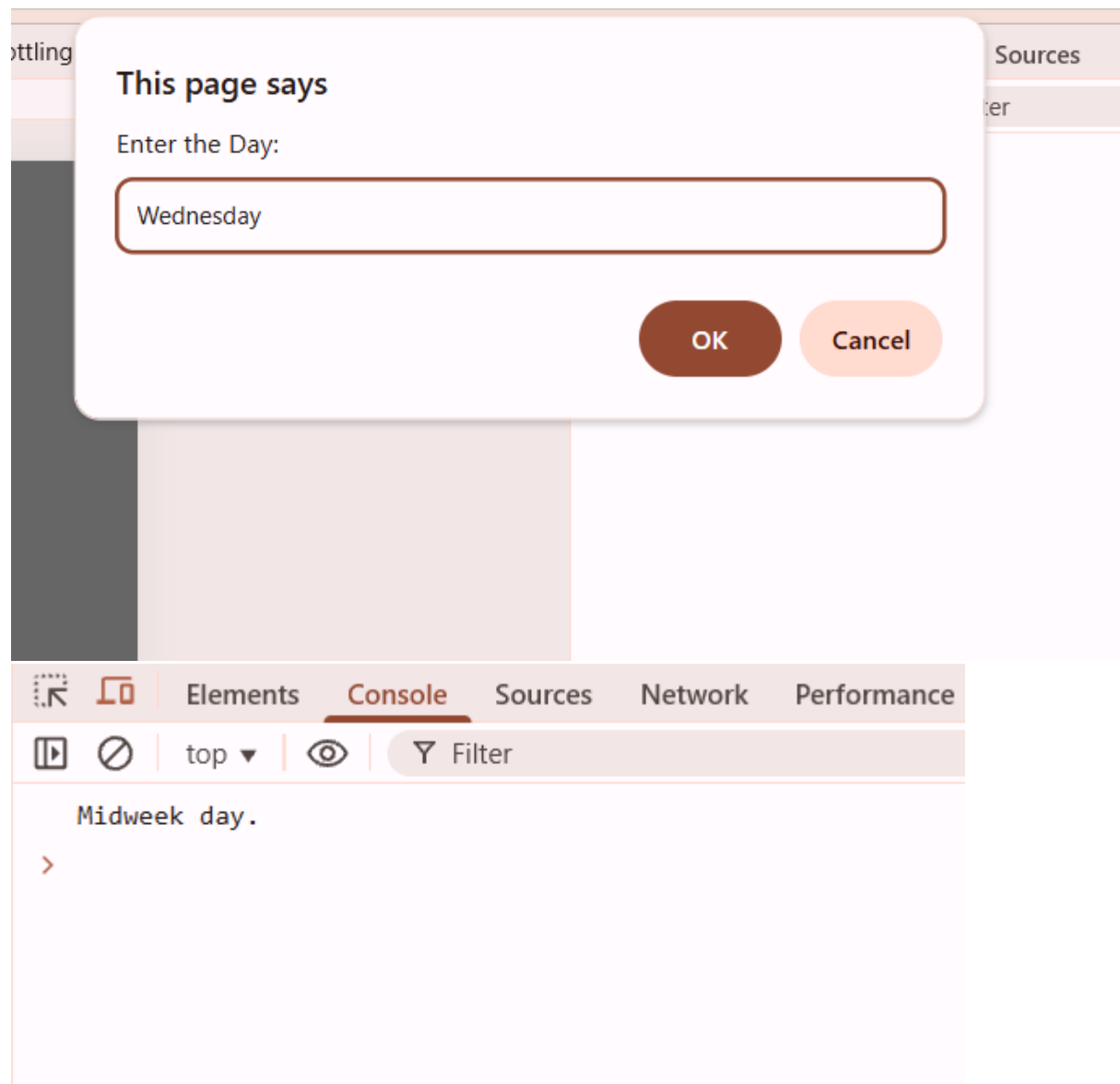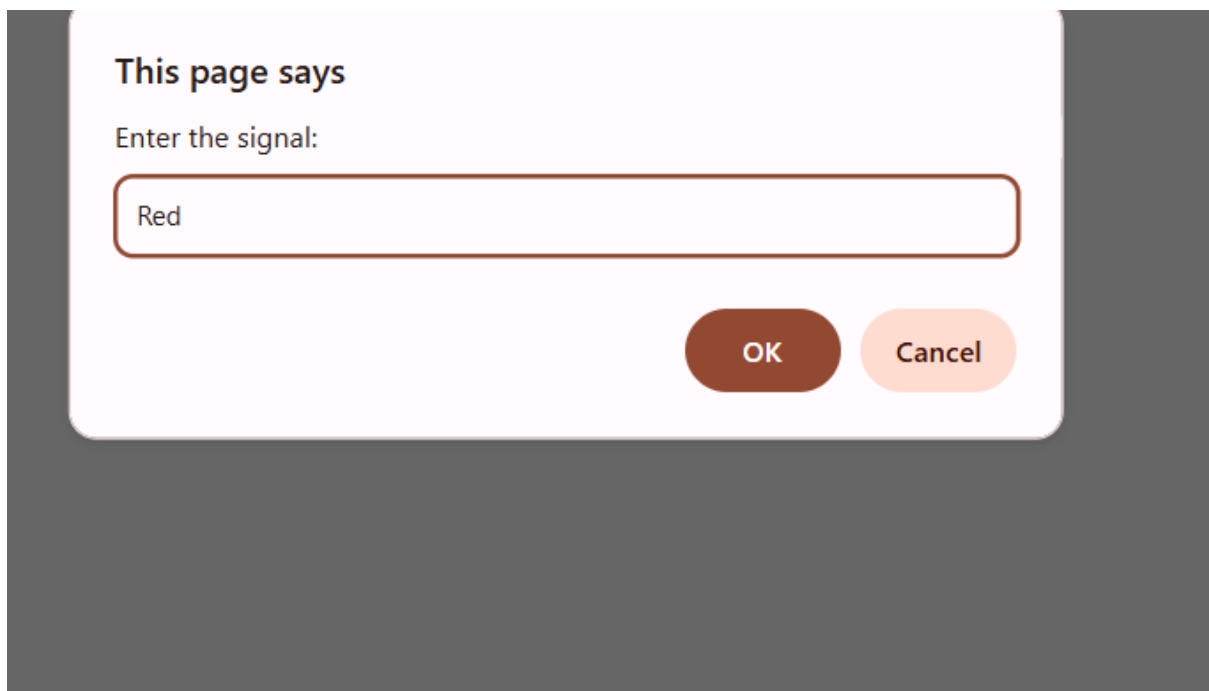
Task 3:


```
<script>
let signal = prompt("Enter the signal:");

switch (signal) {
case "Red":
console.log("Stop!");
break;
case "Yellow":
console.log("Wait!");
break;
case "Green":
console.log("Go!");
break;
}
</script>
```

This page says

Enter the signal:

Red

OK   Cancel

This page says

Enter the signal:

Yellow

OK   Cancel

This page says

Enter the signal:

Green

OK Cancel

Elements **Console** Sources Network Performance

top ▼ 👁 🔻 Filter

Go!

>
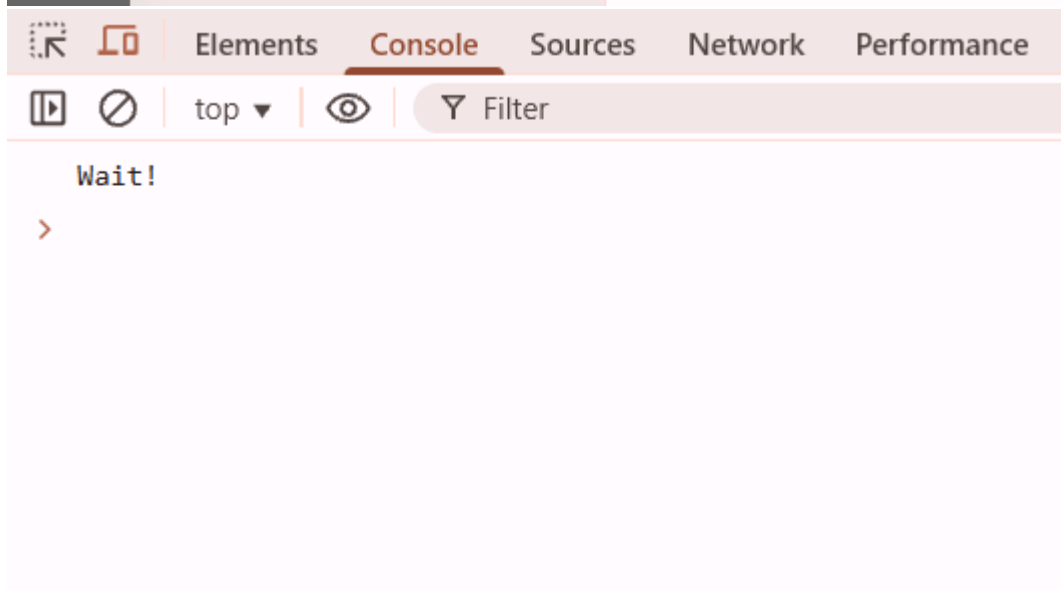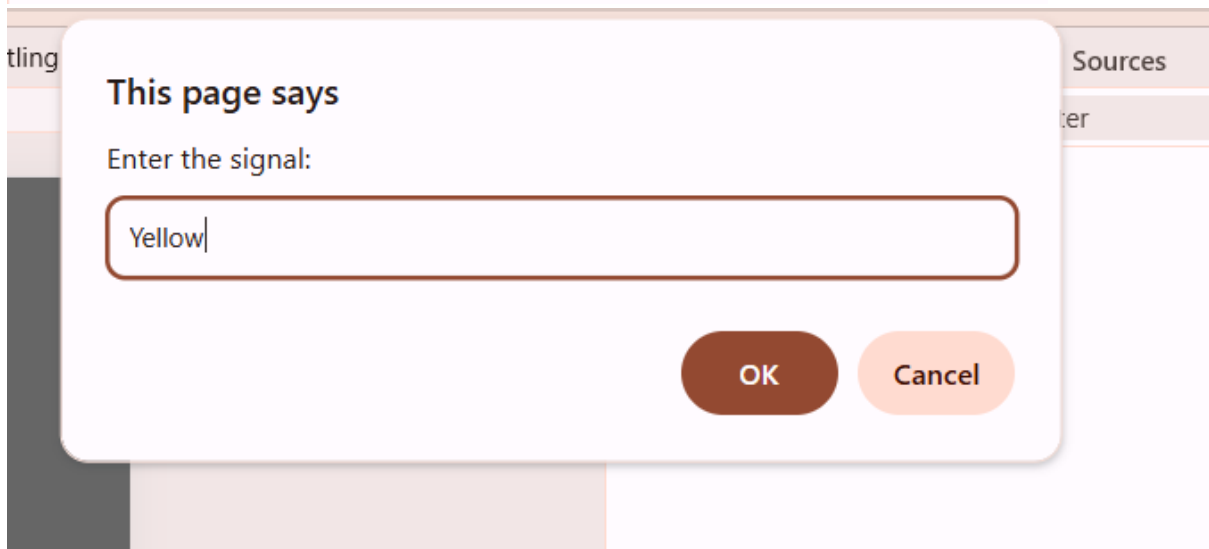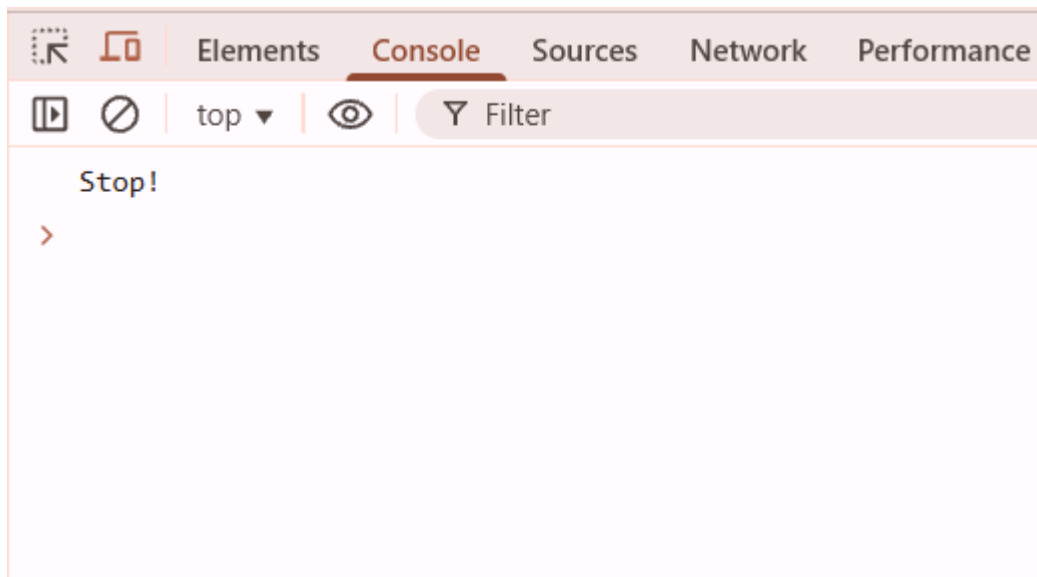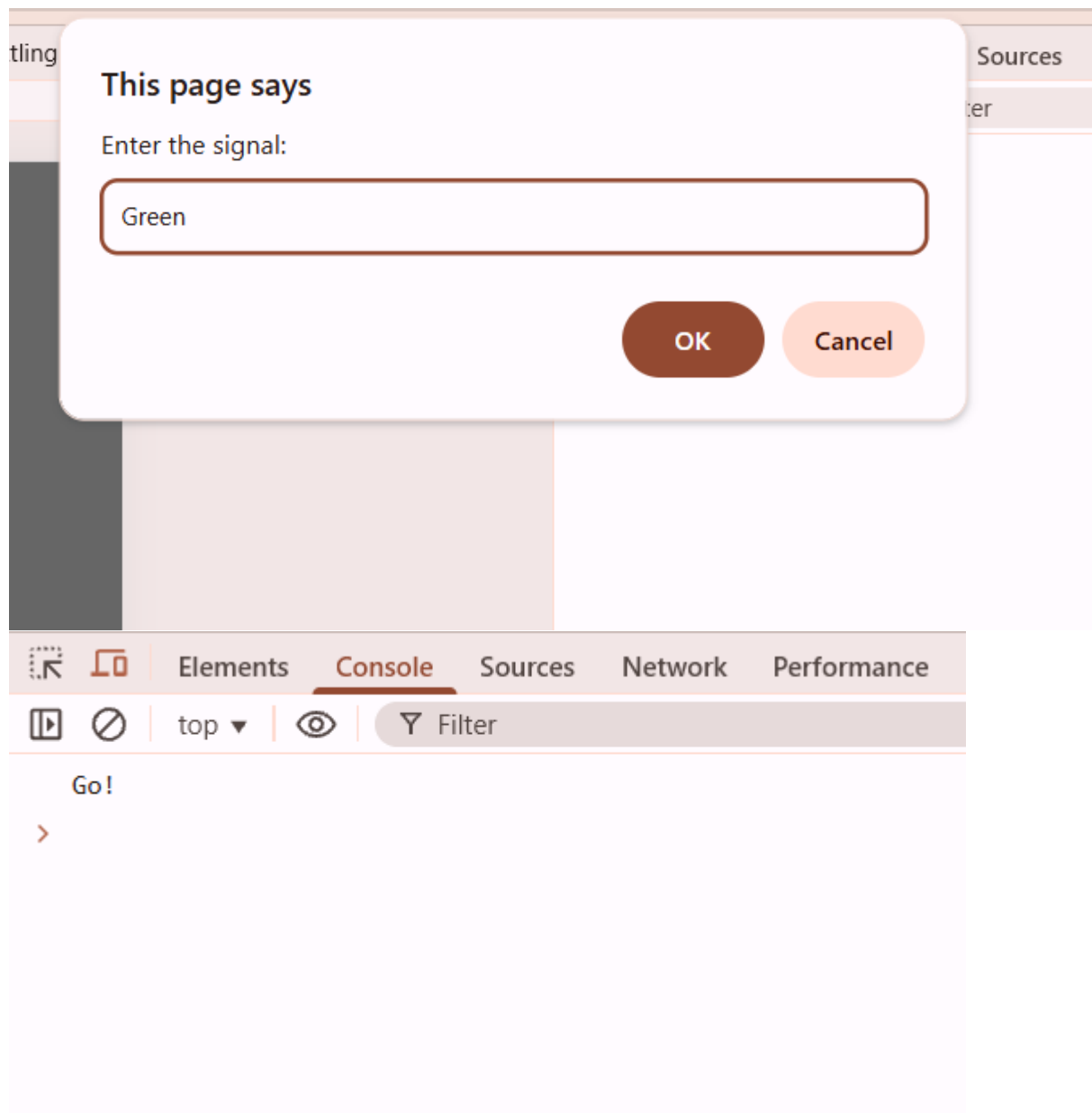
Task 4:

```
<script>
let balance = 10000;
let choice = prompt("Enter the transaction type (withdraw, deposit, balance):");

switch (choice) {
  case "withdraw":
    let withdrawAmount = Number(prompt("Enter the amount:"));
    if (withdrawAmount > balance) {
      console.log("Insufficient Balance");
    } else {
      balance -= withdrawAmount;
      console.log("Balance is", balance);
    }
    break;

  case "deposit":
    let depositAmount = Number(prompt("Enter the amount:"));
    balance += depositAmount;
    console.log("Balance is", balance);
    break;

  case "balance":
    console.log("Balance is", balance);
    break;

  default:
    console.log("Invalid transaction type");
}
</script>
```

This page says

Enter the transaction type (withdraw, deposit, balance):

withdraw|

OK   Cancel

This page says

Enter the amount:

```
7000
```

OK   Cancel

Elements   **Console**   Sources   Network   Performance

top ▾   ⊘   👁   ▽ Filter   Default levels

Balance is 3000

>

Task 5:

```html
<html>
<head>
<title>AI Emotion Detector</title>
</head>
<body>
<script>
let score=prompt("Enter sentiment score:");
let keyword=prompt("Enter emotion keyword:");
let response="";
if(score>=-10&&score<-5){
if(keyword==="tired"){
response="You seem really drained."; }
else if(keyword==="confused"){
response="Things sound tough and unclear."; }
else if(keyword==="excited"){
response="Something exciting "; }
}
else if(score>=-5&&score<0){
if(keyword==="tired"){
response="Feeling down is normal."; }
else if(keyword==="confused"){
response="It's okay to be confused sometimes."; }
else if(keyword==="excited"){
response=" What's exciting you?"; }
}
else if(score>=0&&score<5){
if(keyword==="tired"){
response="You're holding steady but still tired"; }
else if(keyword==="confused"){
response="what's confusing you. Where should we start?"; }
else if(keyword==="excited"){
response="I can sense you're getting into a better mood."; }
}
else if(score>=5&&score<=10){
if(keyword==="tired"){
response="That's interesting—you're feeling good but also tired."; }
else if(keyword==="confused"){
response="You're doing great overall, but something's unclear"; }
else if(keyword==="excited"){
response="Awesome! You sound really excited"; }
}
console.log("Chatbot Response:",response);
</script>
</body>
</html>
```

This page says

Enter sentiment score:

5

OK   Cancel

This page says

Enter emotion keyword:

tired

OK   Cancel

Elements   Console   Sources   Network   Performance   Memory   Application   »

top ▼   ⊘   ▼ Filter   Default levels ▼

Chatbot Response: That's interesting—you're feeling good but also tired.

>

Task 6:

This page says

Enter player health (0–100):

10

OK   Cancel

This page says

Enter player reputation (-50 to 50):

22

OK   Cancel

This page says

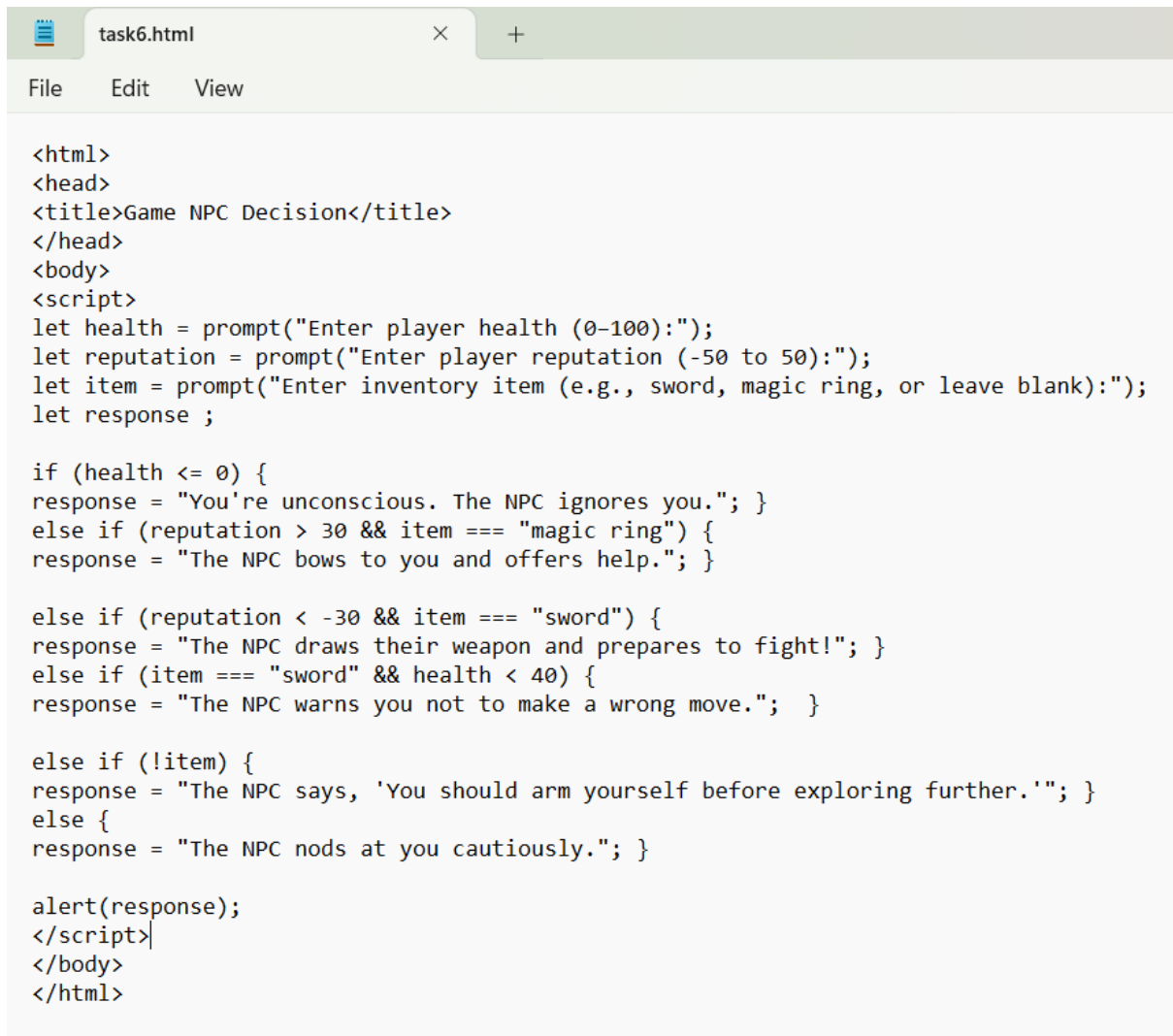Enter inventory item (e.g., sword, magic ring, or leave blank):

sword

OK   Cancel

This page says

The NPC warns you not to make a wrong move.

OK

```html
<html>
<head>
<title>Game NPC Decision</title>
</head>
<body>
<script>
let health = prompt("Enter player health (0-100):");
let reputation = prompt("Enter player reputation (-50 to 50):");
let item = prompt("Enter inventory item (e.g., sword, magic ring, or leave blank):");
let response ;

if (health <= 0) {
response = "You're unconscious. The NPC ignores you."; }
else if (reputation > 30 && item === "magic ring") {
response = "The NPC bows to you and offers help."; }

else if (reputation < -30 && item === "sword") {
response = "The NPC draws their weapon and prepares to fight!"; }
else if (item === "sword" && health < 40) {
response = "The NPC warns you not to make a wrong move.";  }

else if (!item) {
response = "The NPC says, 'You should arm yourself before exploring further.'"; }
else {
response = "The NPC nods at you cautiously."; }

alert(response);
</script>
</body>
</html>
```